





Diddy's back and better than ever.

Fasten your seat belt. This monkey's coming

full throttle, Donkey





talk about a buzz out!

Kong Country 2": Diddy's Kong Quest™. Sleek, stylish and fully loaded. With ACK graphics, 32 megs and so many new levels, it even outperforms last year's

model. But don't take our www.word for it. Let Diddy take you once around the park - sunken pirate ships, roller coasters, beehives. (Watch the sticky stuff!)



spin - literally. This chimpette flies! There are other special

moves too, like the Buddy Toss (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the biggest evolution in history. Except another game that leaves everything else far behind. (Ever been behind a

PER NINTENOO





monkey around. Ouch! monkey? It ain't pretty.)

CIRCLE #101 ON READER SERVICE CAR





# DEPARTMENTS

### DDFSS STADT

A new console? That's right. Apple develops the "Pippin" technology. See pictures of this new morvel, which Bondoi has bought. Also. Namco's newest arcade comes: finger-lickin' good.

### PC-ZONE

Our fovorite Brit reviews some of this month's best PC titles. H.R. Giger fons will want to check out Dark Seed II; The Hive has you bottling giant insects; and now there's even a Windows program for studied people.

# 26 TIPS & TRICKS

### The best tips, the best way.

Sports fons: Chris B. will be blowing the lid off FIFA '96 for the PloyStotion, as well as codes for Madden '96 on the Genesis. We're tolkin' so mony codes that you'll puke. "Holy tips and trickery, Botmon!" That's right, learn the Copad Crusacler's mast intimate cheats for Battman Returns.

## 38> soundboard

Get an interesting cross-section of VideoGames readers (at which point you can become very afraid).

Proof positive that America's school's definitely aren't doing their job. Gobe reveals the horrors and incoherent romblings of our most sick and twisted readers (well, not exactly, but they are a little stronge).

# ENTS

# FIRST LOOK <4

Sammy, the Video Games soothsayer, sheds some light on the best of those yet to come.

some light on the best of those yet to come

Ridge Racer Revolution, King's Field, Fade To Black, Street Fighter Alpha, Darkstalkers PLAYSTATION

Descent 2, Hana-On GP, X-

Men, Dorius Gaiden

ULTRA 6

Super Mario 64 ULTRA

Johnny Bazookatone, Cyberdillo

Nightmare Circus

GENESIS

The Hive, Magic Carpet 2, Bad Mojo PC-CD ROM

# POWER REVIEWS < 8

A plethora of reviews that won't steer you wrong.
More PloyStotion goodies are coming at you, like A-Train, Zero

More Ploystonian goodles are coming or you, like A-train, Zein Divide and our Gome of the Month, Alien Trilogy. Also, check out Bush-A-Move, Thunderstrike 2 and Cutthroot Island on all your other fovorite plotforms.

# SPORTSWIRE <

Get a box seat, order some peanuts and check out the world of sports gaming.

The Mighty Dike has left on a pilgrimage and his most trusted disciple, Steve, is there to chronicle this crusade for football enlighterment. Also, find out how Acclaim has monaged to bleed more profit out of its NBA Jam till.









# ECTRONICS SHOW

**Entertainment and** no Capital of Cam



that was at one time considered the mecca for both video-game publishers and consumers. But Winter CES '96 Las Vegas did not prove to be the video-game hotspot it may once have been The reigning hype at this CES

was not the advent of Nintendo's Ultra 64, but Sony's presentation of the Digital Video Disc

At least the Strip still supplies plenty of kicks. The next trip to Vegas that your parents happen to take. make sure you get in on the action and insist that you stay in Caesar's Palace. There are several advantages to staying at

Caesar's One: Cleopatra's Barge Night Club and International Coffee Bar You probably aren't old enough to actually enter Cleopatra's Barge, but by hanging out in front of the place, you might be able to meet a couple of amicable freaks while fistening to the house band play covers of Shagay's Beembestic and Salt 'N Pepa's Shoop Watch the dancefloor (the barge) actually move up and down in the water and artificial fog. Two: Gucci. If you get the urge to purchase a new pair of Gucci

shoes, you have only to visit Caesar's indoor mall, which feels more like you're on the set of Closh of the Titans than in an actual mall. The ceiling is painted with a surreal sky that would have you believe you're outside...but on



tain whose statues actually start to move at certain times of the day. Versace



CyberStation. You get to play great sco arcade games like Tekkon 2 and CyberCycles It was a ppointment to find neither Raye Bacer nor Altine Bacer at the Namco arcade itself, but since CyberStation is a Nomco arcade. they won't not have them for



be found was off the strip, at the Hard Rock Hotel's arcade, Baby Rock, If you've not played Albine Rocer yet, you've missed out on a good time. Albine Rocer is an amazing ski simulator and a more immersive experience than you'd think possible. You actually feel as if you're skiing You hang onto grips that serve as ski-



poles and stand on plastic panels that serve as your skis. You con trol the skier on the screen in front of you by moving the conels. with your feet. It's fun because you get to move your butt. Other arcades worth looking into include: The Oz Arcade at MGM Grand, Mutiny Bay at Treasure Island, and Sega's Virtual, and

at the Luxor Oz is okry but the white tiger theme at Treasure Island is pretty darn sexy, as are Siegfried and Roy themselves. You can win stuffed white tipers at Mutiny Bay by throwing balls at targets and hitting those targets in the right spot. You know how it is

Sera's VirtuaLand at the Luxor is all about being aboard an Egyptian spaceship. You will no doubt have a good time.

simply because the arcade is next to the ice cream. Try the Swiss

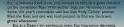






# S FOXY!

# Fox Interactive Gets Down to Business.



introduced several intrinsing titles, expected to be released throughout the year Twentieth Century Fox Entertainment is the marketing and distribution entity for both Fox Interactive and Marnet Interactive Studios, Fox Interactive announced the release of Die Hard Trilogy, The Symboons Cartoon Studios, The X Files, The Symboons Virtual Springfield, Alten Trilogy, Altens vs. Predator, Indebendence Doy, and Planet of the Apes.

### DIF HARD TRILOGY Available May '96

Sony PlayStation Seea Saturn Windows 95 CD-ROM

Three different types of rameplay represent the three Die Hard feature films. It's essentially three games in one. You're after international terror-

ists. Die Hard You play as John McClane in the Nakatomi Plaza. You have to work your way up from the garage to the Penthouse, searching halls, offices, and a ballroom for hidden bombs, grenades, and machine guns. Die Horder: A first-





person perspective shooter that takes place inside Washington/Dulles Airport. Shoot down enemies in the baggage claim area and Duty Free Shop. Die Hord with a Vengeonce: a driving game in which you get to race down the streets of Manhattan lool ing for stashed bombs that you have to find and diffuse. You have access to IS different vehicles from a Yugo to a Ferrari You'll be presented with various hazards: changing stop lights, gridlocked traffic, double-parked vans, NYPD sound cars and various pedestrians.





30 songs, music selections and sounds A save feature enables you to keep your animations on floppy disk.

### ALIEN TRILOGY

Available Spring '96 Sony PlayStation Sega Saturn PC CD-ROM

The Aften Trilogy game is based upon the three Aften motion pictures. It's a first-person perspective shooter in which you must face alien monsters, as well as killer ear pods, face huggers, and the Oueen Alien herself.

### INDEPENDENCE DAY Available Fail '96

Sony PlayStation Sega Saturn

Windows 95 CD-ROM

Build a fleet comprised of F-18s, French Eurofishter 2000s, and Russian MIGs in order to decimate an alten armada intent on destroying the entire world. The action takes place in New York, Los Angeles, Tokyo, Moscow and other world centers and features fully rendered 3-D environments. The feature film will premiere in July

### Y.FILES Available 1997

Windows 9S and Macintosh CD-ROM

Help FBI agents Mulder and Scully solve X-Files mysteries. Chris Carter, the show's creator, is working with the developers to create a full-motion video title that allows you to search through files, access Mulder and Scully's computer database, examine clues and evidence, interview witnesses, and interact with characters from the

### PLANET OF THE APES Available 1997

Sony PlayStation Sega Saturn

Windows 9S CD-ROM The apes rule the planet and humans are an endangered species in the post-apocalyptic setting provided you by the Planet of the Apes video game.



Electronics Show A few interesting titles comprised its exhibit, but Sony indicated that much more would be seen during the Electronic Entertainment Expo that will take place in May in Los Angeles.

Available March 1996 Sony PlayStation PC CD-ROM

You sister was a G-Police officer and has mysteriously disappeared. So you decide to assume a false identity and enlist in the G-Police, Search the city in real-time 3-D; harbors, power stations, malls, airports, sports stadiums. Travel in gyrocopters, block hoppers, and riot vans. Do damage with strobe guns, gas grenades, rocket launchers, and particle beams

### Sentient Available Fall 1996 Sony PlayStation

PC CD-ROM

Sentrent is an RPG that has something to do with a space station, a plague, and a couple of murders, with a resurrection in between.







Sony PlayStation PC CD-ROM Chrometes of the Sword is an adventure game featuring big, burly

knights, Middle-Age style. Between this game and Sentient, RPG fans should get some kicks.



### Power Sports Soccer Available Second Quarter

1996 Sony PlayStation Your soccer team wants the European Cup. You can change your team's strategic directives and customize each player's behavior and characteristics (physically, technically and mentally). An abundant team database







### Formula One Racing (working title) Available Fall 1996 Sony PlayStation

A racing game currently under development, with more than 20 tracks, It's officially licensed from the Formula One group. featuring the world's fastest racing cars.

# THE CD-ROM STUFF AT CES



cormented by Pinhead's dominion of Pain, Desire and Temptation. Gamenlay that combines pole-playing and action in a real-time 3-D environment

"Supernatural Private Eye," Century Studios' movie set. the ghost town of Slaughter



Gulch. The movie's crew is missing. Go get 'em

### Bluestar Available Summer 1996 Windows 95 CD-ROM You're not Flipper. You're not Ecco. You're

Abacus, the 21st-century space dolphin, teamed up with scientists aboard the Bluestan space station. But something's



and Abacus has to solve the mystery.

### RUNANDGUN!

**Duelin' Firement** Available 1997? Windows 95 CD-ROM Chicago has been on fire since 1995, and banios are ablaze. Choreograph your way from safehouse to safehouse. where you may find reprieve, if not from the heat, then from the agonizing foreknowledge of certain death.



### FROM I-MOTION

Prisoner of Ice First Quarter 1996 Macintosh CD-ROM Present of Ice is based on the works of H.P. Lovecraft. You play John Ryan, an American agent around the time of World War II. The Prisoner of Ice, a hideous life form created by the Nazis as part of a plot to further plans for world domination, must be uncovered and stopped by Ryan.



A shooter in which you're cast as lessica Darkhill, who must save

Available Second Quarter 1996

Windows 95 CD-ROM Collision is a live-action futuristic car-smasher game, what Powerhouse Entertainment refers to as a MOVIEGAME ride. developed using the company's proprietary FastLANE live-action video technology

FRUM POWERHOUSE ENTERTAINMENT



Sweet Valley High Available Fourth Quarter 1996 Windows 95 or Macintosh CD-ROM

Based on characters and settings from the Sweet Volley High book

series. Choose to play as one of twin sisters Jessica or Elizabeth Wakefield, who join friends on a class trip that leads to their Sweet Sixteen birthday party. If you like the TV series (and who wouldn't?), you'll want to look into this title.

# PRESS START

# **32-X EXPIRES!**

Sega finally pulls the plug on its big mushroom-shaped disaster!

ter nearly two years of stuttering software releases and aincreasingly unimpressive games. Sega is about to put the doomed 32-X Genesis upgrade into early retirement. The containing and ill-conceived unit has finally proved to expensive and too unpopular for a mass audience. Seza initially admirable roal was to

offer Genesic owners a logical upgrade from 16 to 32-bts, but the machine was doomed to failure for a number of neasons. For one thing, it never received any most of the company, Although the 32 X (called the Super 32-X in Japan) was released in the Far East, it was poorly supported, and the Genesic (called Meg. Drive in Japan) baze was never very big to begin with.





The lack of good planness arcade conversions and the high cost of producing curst for the 2-25th system proved discouraging to both consumers and third-pury software with any like of a laccess or critical scheim. Notables occeptions include Doom and Yatus Pigliers, Sady these were not enough to keep the machine slidate and Sigh has finally stopped production of both the machine and new software. Sightenflow Web (The machine slidate and Sigh has finally stopped production of both the machine and new software specified to the sight stopped production of both the machine and new software stopped production of both the machine and new software stopped production of both the machine and software software stores, and the sight stopped software stores are specified to the sight stopped software stores are specified to the sight stopped software stores sign that looking to pick up a bright could well see stopped software stores. Sign that looking to pick up a bright could well see stores are stored to the sign of the s



lems with the add-on meant that although faster, the games never really looked that much different from Genesis titles. Sound effects and music were often identical to those found on the standard Genesis and the overall effect was often perceived as "not 32-bit enough"

Less surprising is the news that Sega has also abandoned support for the similarly ill-supported Mega CD add-on.

titles ever appeared, so buying both add-ons for your Genesis could prove to be a costly mistake. But what does this mean for Sega and the Saturn? Well, it could turn out to be good news. Sega wants to concentrate its efforts on promoting its (proper) 32-bit console as well as supporting the regular Genesis (Sega already has at least 15 new games under development). This means that much of the confusion surrounding the Sega brand has

### been removed.

This also marks the beginning of a new era for Sega. It plans to release its previously protected arcade titles on PCs, utilizing the new graphics accelerators rapidly becoming available. PC owners with the right equipment will soon be able to play sames like Virtua Fighter and Daytona USA. Will Sega ever make games for the PlayStation? Very

unlikely. Sega needs to keep its console titles exclusively on



### THE NEW DAWN Competition means big benefits for gamers.

ega and Sany can battle far years to come. They can make all the claims they want, but we'll be happy as long as the bickering cantinues. Why? Because competition is good. As a matter of fact, the level of quality we're seeing in the new generation

af gomes is better than anyane could have expected. Many cynics predicted that the law cast of CD manufacture would lead to a crop of

shaddy games. In fact, the appasite is true. Sure, there are same

stinkers out there, but generally, the games we see an 3DO, Soturn and PlayStation ore much bigger, better and brighter than any we've

seen before.

The intraduction of 3-D graphics has been viewed by many (perhaps most vacally by Nintenda) as a fad, a simple trend that would wone and die. The fact is that convincing 3-D worlds are fast replacing

enhanced by 3-D technalagy. Just laak at Skeletan Warriars or Tekken, Neither of these games really relies an 3-D, and could easily be produced as twadimensional, traditional style games. However, the 3-D graphics add much to the speed, realism and atmasphere. How can that ever

be a bad thing? Even Nintenda, the biggest

advocate of conventional game styles, is now coming out in support of the 3-D world. The throughs and much controller for the Ultra 64 consale has been specifically designed with 3-D in mind.

better games" Sa, the fact that Seao, Nintenda, Sany and 3DO are all tearing each other's throats out is pretty good news for you. As long as they do, the games will (have ta) get better and better and better. And hey, there's only two or three years until the next farmat war erupt, sa chin up, eh? By that time, we'll all be



"New machines.

technical break-

EXECUTIVE VICE-PRESIDERY



WIN! WIN! WIN! WIN!







Sony Interactive is about to unveil the most eagerly awaited 3-D tank/random vio lence-related adventure game. Assaut Rics gives you the chance to "be" a crazed tank driver, armed to the teeth and very unhappy. Why? Because it's fun. Now, to celebrate this launch, Sony Interactive (the software house formerly known as Psygnosis) is giving away the following: One Sony PlaySintion, One Sony 14-Inch color 14, one Sony link cable and two copies of Assaur Res. Why? So that you can try out the impossibly cool two-player link-up feature, complete with specifically designed link up levels. All

you have to do to win is think of a caption for the picture above.

# START PRESS START PRESS STAR

# PLAYSTATION UNICONTROLE

he strabilité pair fixée by Spélis one foi die bas controllect or appar for a white That, however hant's stapped thard pair des from toying to make a good the who better (his only voil) problem with the Speli controllée is be D-pad, which, semetimes hard the thamb and obstracts diagnish movement. Well sel a look as some would-be conquerors aron Apol Innovation and some reast addoubt from Spelin morn Apol Innovation and some reast addoubt from Spelin promise and the selection of the selectio

ASCI

Axoi has made a name for itself by making quality controllers that are well designed and packed with features. The company has definitely risen above the ranks of competing third-party controller makers.

### ASCII SPECIALIZED JOYSTICK

Ascil's first entry in the joystick arena was the Advantage joystick for the NES.



Released by Nintendo and designed by Asol, it remains one of the best Joysticks ever. The Specialized Joystick follows the style of the

PlayStation.

jain as the Advancego was designed to look file as NSE. It has all the neat turble switches for each burnon, jobs a burnon for oldown monour. The buttones are alligned in a four-by-four arrangement, which makes it suesdo for plighting mean. The burshow whole makes the suesdo for plighting mean. While the suchon whole are too to the following which makes them all their hard to access. The pyrightic care year from makes them all the fart of access the pyrightic care year from makes them all the fart of access. The pyrightic are year from some general, but a farthous for others. The metal basis of the lacks may be a farthous the design of the such as the purpose of the property of the pyrightic are year for some general, but a farthous for others. The metal basis of the lacks mit as keepy as it should be, which Overalls this a good specified price for every game, and the property of t

### ASCII PAD

There are two versions of the Ascil pad for the PlayStation. One features turbo and slow-mo buttons and the other one doesn't.

Of all of the third-narty icopads, this one feels the most durable.



The button layouts are identical to Sony's, with the exception of the extra turbo and slow-mo switches. The design of the pad is slimmer than Sony's and doesn't have rounded handles. The D-



pad Is very responsive and comfortable. If a little on the small self-The Start and Select butters are located in the same place as Sony's and are toft rubber. The main weakness of this pad are to L. I.R. L. Zand 24 slift butters, which are man to on surrow. This was done to you can hit the top bifts with one flager, but it's somewhat subward to hit the proper airth butters accusably in the heat of battle. But, overall, this is a greet poped and feature of the company of the surrow of the surrow of the surrow of the version the base correct out states.

### THE PAD by INNOVATION

I was somewhat skeptical about these path, but as soon as I fined up the PSC, I was plansative juryines IT an occorded in large and estinite in sup the code in SNES controllers, with attriar bettom lay-out. It follows the three-by-tree for mersion required for finging games, the top buttone being mailer than the lower ones, to a weak the properties of the properties of





witelf going back to The Pad guide often and I'd recompliered it the cost-conscious gamen.

## THE PAD: PROGRAMMAE

This is busically the same as The PAC screep chart the puppy allows you to program move sequences. The coolest three phose this is that is stored bose moves on the PSX memory card, which memory can soon as large amount of moves as long as you have more memory cards, lowestern also will be perpendigued to the thin a liberal and Hard Refined 2, but the grammed cards for the lists liberal and Hard Refined 2, but the grammed cards for the lists liberal and Hard Refined 2, but the special card of the liberal and the liberal a



retains the same design scheme. There are four special moves buttons and a slot selector which changes the moves the buttons will perform for you. The abundance of buttons can get a little confusing, even with different sizing, but you can get used to it. Overall, this is a purchase for those unable to master fightinggame moves, but it is a solid and to boot.

### THE SONY MOUSE

Sony has released this slick new pointing device so that fiss of X-Com and Derword can have an easily time getting around You can't help but be impressed with the high production values, which result in a start yield and relable accuracy. The Sony House comes with a nice mouseput bearing the Rhystenson (app. House comes with a nice mouseput bearing the Rhystenson (app. Hashing the March 1997), the start of the production of halps for manual confirst. It played with X-Com, but I preferred is for Dacword Tam Mouse is also compatible with short, If against like Revision X and the uponning Der Herd Richards (agament like Revision X and the uponning Der Herd Richards (agament like Revision X and the uponning Der Herd Richards (and I should be the start of the start of the start of the production of the start of the start of the production of the start of star



you have games that are mouse-compatible, it's nighty recommended that you get ahold of this great peripheral.

### SONY MULTI-PLAYER TAP

This has got to be one of the bear multi gas even. Not only can you play a more physic but alon multiple memory cards as well. There are no games that take alonatings of this feature yet, but can you image the propositional! Each play would have his only put may be a well of the propositional to the propositional pr









# GRAND PR





# ST PRIZE (2)

Sox of Fire" CD Col

OFFICIAL ENTRY FORM MAGAZINE SWEEPSTAKES.

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**A**«laim super nes genesis playstation saturn pc cd-rom



# PPLE POWER!

64-bit gaming from an unlikely source: competition for Nintendo and 300?

pple has always been a company associated with computers, All that is set to change with the new machine it plans to unleash in late 1996. The Pippin, as the technology is codenamed, will become the third 64-bit console to be released in '96. Of course, the launch will take place in Japan, presumably after Ultra 64 and possibly before M2. Pinnin is the name Annie has chosen for its

Power PC-based console system. The Power PC chipset is a 64-bit powerhouse, currently found in the new Apple range of computers. Bandai was the first company to snap up the rights to the Pippin system, impressed by

both its sheer processing power, as well as Apple's well-known



the world of video-game consoles. Bandai's earlier arremot, the Bandai B-AX, failed to make any kind of mpression. Power Player should do better business.

The machine has not been designed from the ground up as a games machine, but rather as a powerful, all-purpose set-top box, with multimedia, sames and internet

facilities in mind. The internet function will be powered by Apple's Geo Port

commit-



ment to excellence The Bandai console will be named the Power Player, a

tad more exciting than "Pippin" at least. This marks landal's second formy into

# PARESS START







technology (basically a built-in Modem) and will be largely compatible with the Macintosh operating system.

Bandai is keen to promote the fact that Power Player can compete

Bandis is keen to promote the fact that Flower Pilyer can compete with PlayStation and Saturn in terms of silveer processing power, and the console will be launched with at least three titles written specificially as well as a number of Power Windmoton port-owns. The first Power Pilyer games will be Rong Doys, (R Ridge Rozer lookalike) Bondo Tom (R pilyoute-style kim) and Gindom 2D Dig Righting robots, Mechwarier style). And games like Doom, X-Wing and Dork Farress will all make likely candidates.

One of the coolest (and most expensive) features found on the Power Player is the quad-speed CD ROM drive, twice as fast as either PlayStation or Sega Saturn. This should ensure that loading times are nowhere near as annowing as they can be on some systems.

No release date has been announced for a US version of the Power Player, but it may well be snapped up by a company other than Bandai. And with all that Power PC technology on board, will it be possible to upgrade your console to a fully fledge Power Mac! Neither Apple or Bandai will confirm or derpy but it seems like a logical enough idea. And at an estimated US price of under \$500, it could be the cheapest path into Power computing axialished.









# PRESS START

# NEWS

### Namco Releases Three New Arcade Machines

In the early "500. Names was a man recognized in strates as as harmonic or degath selects, the consequer custered before the opens, sales in the "500. Names has once again made a mane for matel in an exaction, with the size in the low with advanced fetter general formation of the size of the size of the size of the size of the flower, from force, and Generalist. There is no deside about it in flower, from force, and Generalist. There is no deside about it in the size of the thin size of the size of the size of the size of the thin size of the size of s







Soul Edge: Nanco see light we will have fixed into soulce of the price of will how fix the life causing and exployed water to control the deterny of the world. Claim from screen the gold to control the cause of the life fixed fixed of solitons, and the soulce of the life fixed fixed of solitons, which was the myself a trifler tray fixed fix





# PARESS START



### Time Crisis:

If blowing swip polygon goy with a helpy plant; gan is your clas of a find seet, there you build cold on all Namor's device addition to his hot gener. While is would be his file of anyone to go the near perfection of legs Views (or just near Co. J. Namor's large; is demonster. She in the cold of legs Views (or just near Co. J. Namor's large; is demonster. She in the cold of legs Views (or just near Co. J. Namor's large; is demonster. She cold of legs views (or just near legs of legs views of legs of right Viell. Namor has shown a little specie more than explosed on the policy will be a some state of legs views of l







### Industry News You Can Trust

airl Jaguar owners may be a little concerned to hear about the recent shake-up at Atari headquarters. The Jaguar software division has effectively been closed down, meaning that very few new Jaguar games will be produced in-house. Although we're usually acareful not to print scare stories, this is exceptionally bad news for farm's "64-bit"

machine. The official line from the Atai supremos is that development will be continued using third-party resources. Now, while many programming teams have produced Jaguar games, the Incentive seems to be slipping away. And sharpeyed Jag owners will have noticed the supremoved the supremoved of the hard party seems of the hard-party release on their machine. Although games like BAYMAN belong to different comma-

nies. Atari has always taken

distribution of carts.

responsibility for production and

Atari's new plan of attack is to become a software producer for other platforms, starting with the PC and moving to rival consoles very soon. This is great news for console owners who have previously been denied access to Atari games like TEMPEST 2000, ALIEN VS PREDATOR and the like. However, it does look very much like a nearcomplete abandonment for the Jaquar system, Especially surprising since they finally launched the Jaquar CD, once considered the only salvation for the flagging consale's fortunes.

The first title rumored to be released for another system will be TEMPEST 2000, based on Atari's now ancient colin-op and the brain-child of Llama-obsessed pie-freak, Jeff Minter. The game is addictive, attractive and features an awe-some soundtrack, so PlayStation, Saturn and PC owners can all look forward to a rare treat.

One other piece of bad news enderging the Jaguur is the demise of a deal between Atari and Virtuality, supposedly supplying Jaguar owners with a head-mounted VR display. The system was senpreviewed at the E show large and previewed at the E show large and Virtuality led to the cancellation of Virtuality led to the cancellation of that project. Abral insists that

research will continue, but in what form remains unclear. Rumor also has it that Jaguar 2 development will continue, but it's widely believed that Atari wishes to remove itself from the hardware manufacturing business, in the face of strong competition from giants like Sony and Secs.

## ULTRA STORAGE SHOCKER!

the finishing touches to its Bulky Storage Unit. Effectively a weird, CD-type drive for the Ultra 64. The machine will be based on Magneto-Optical technology, similar to that found in Sony's Minl Disc Player. This will allow players to read and write large amounts of to read and write large amounts of

data to and from their games.
At present, industry pundits
claim that the machine will have a
storage capacity of 64 Megabytes.
To put that in perspective, the

average CD can hold 655 Megabytes, which makes the Nintendo system seem remarkably underpowered. However, the Nintendo compression system should ensure that the games will look more than equivalent to their CD rivals, and more interestingly, you'll be able to save data.

Rumors already abound of a Mintendo Internet system, allowing players to download new information that will affect their copy of a game. The first releases for this system will include DRAGON QUEST and ZELDA, both predicted to be absolutely revolutionary in scope.

### STRANGE THINGS AFOOT IN THE WACKY WORLD OF SEGA

Saga took something of a spanking in the American video-games market user the Christmas period. Not only did its Saturn console fare poorly compared to the PlayStation, but the company also lost out to Nintendo in a surprisingly healthy 10-bit Christmas period.

The latest runner over at Sonic HO

concerns a potential hardware deal with electronics giant Matsushita. Mateurhita you may remember bought out 3DO's M2 technology. surprising the gaming industry, A Japanese financial newspaper recently reported that Sega was having talks with Matsushite. The report went on to suggest that Sega was actually conducting feasibility studies on a piece of finished hardware. Although both Segn and Matsushita are quick to deny any such agmement, the rumor persists, suggesting deeper involvement than either party is prepared to admit.

One theory suggests that Sega may adopt M2 technology as an upgrade to the the Saturn machine, giving Sega slightly more muscle in the war for technological superiority. This problem is going to hit hard when Nintende launches its 64-bit machine in April, and when Mateualities actually usually a Snishout

Macconsole.

Sega is having similar troubles in
Europe, where Saturn sales have
been slow. The company has also

Europe, where Satum sales have been slow. The company has also pulled its Nomad handheld machine, stating that Game Boy had too large an installed base to compete successfully with. In Japan however, a healthy

Christmas period put the Saturn in a slight tead over the PlayStation, with far more games exailable. Sales of Vertura Feintz 2 and Vertura Coor were predictably huge, with even the Vertura Feintz calendar selling out on day one. However, both Sega and Sony expect to lose ground to Nintendo when the Ultra 64 finally rolls out in stores.



ably know Crystal Dynamics, Slom 'N am, Samural Shodown, Off-World Interceptor, Star Control II, The Horde, and Total Eclipse were all published by Crystal

Dynamics for the 3DO. Crystal Dynamics was poised and



ready to publish games for the new 32-bit systems introduced last year namely the Sera Saturn and Sony PlayStation, and has since

released Solar Eclipse for Sega Saturn, Total Eclipse Turbo for PlayStation, and Off-world Interceptor Extreme for both Saturn and PlayStation Gex, perhaps its most popular and most

abligated title, is now available for 3DO, Sega Saturn, and Sony PlayStation. Gex is based on the story of a gecko. You know "gecko"-that small, harmless, tropical. cturnal insectivorous Itzard from the



period in Encino, California, where the rest

of his family moved after the death of his father, who died in a rocketship explosion-something involving a lot of tapioca. Gex inherited millions from his uncle. moved back to Hawali, and set himself up in a mansion with the world's large televi-



sion set, as that's what he liked to do best-watch TV, preferably Charle's Angels and Three's Combanyweird '70s

stuff. One day he was sucked into the Media Dimension by Rez, Lord of the Media Dimension, via his television. The point of the game is to escape the Media Dimension by collecting remote controls hidden throughout the various levels of this platform/action game. Anyway, Gex talks. He's a talking gecko, and his voice is the voice of comedian Dana Gould. Recently, around Christmas time, Crystal Dynamics sponsored a "Gexmos" charity event featuring a stand-up comedy act by Dana Gould himself, as well as beer, wine

and vegetables. Attendees took part in a little bit of imbibition are carrots, and hughed, 16-bit video game carread this, there may be quite a



hospitals playing games like Bubsy. A few 16-bit systems like the Super NES were spotted in the



toy bins as well. Geomas is about giving. Crystal Dynamics will soon release the following games: Solor Edibse (Sony

PlayStation), Blozing Drogons (Sony PlayStation, Sera Saturn), 3D Bosebol (Sony PlayStation, Sega Saturn), Slam 'N Jam '96 (Sony PlayStation, Sega Saturn), and The Horde (Sega

Saturn), Also watch for Blood Omen: Legacy of Kan (Sony PlayStation, Sega Saturn). It's about vampires!





# स्टाहा स्थाप स्टाहा स्थाप

# The museum of video games that never

Gabe's Dream Game Gallery is open once again, and this month we've got a ton of video-game treasures for your perusal. I'm a little upset, though You want to know why! I'm getting kind of sick of drawings on lined paper, kids! If you want somebody to take your Dream Games seriously, make that extra effort to find a piece of typing paper and com-mit your great idea to a nice, bleached surface. This isn't to say I won't look at Dream Games drawn on school-paper, but I have to admit that I'll look at the other stuff first Anyway-on to the Dream Games!

## BLOODY DINOSAURS By Justin Boldaji

No, it's not a game about an Englishman's hatned of thunder lizards ("Bloody dinosaurs!"), it's quite literally about bloody dinosaurs. They're reptiles that even Jurassic Park wouldn't have. Bloody sours is the creation of Justin Boldali

of Kill Devil Hills, NC. You might recog-nize his name from the Soundboard seccompliant mights made quite a form ppermises in the list couple of months. This kid's crazy, but we like him. The three dinosaurs are Yamstan Turkey (?). Yarsmin 5, and Pastaxi, We're not guite

sure what the point of the game is, besides beating the crap out of unsuspecting mammals, but it sure looks cool Check out the pictograms of Yamatan Turkey kneecapping a poor schlub with a 4S, Pastaxi doing a Cosino on a unsuspecting passerby, and Yarsmin chomping on the drumstick of a screaming prole. It's violent and pointless, so of course /8 like to play it.

### ATOMIC ASYLUM

A nuclear bomb has been dropped on a lunatic asylum for no particular reason at all and, instead of killing everything in a 20-mile radius, it has bestowed superpowers on the residents of this podunk

CAPTAIN

NUKE-UTY

yet another fighting game, but it's wacky, so it's kind of like playing Clayfighter with real folks. Besides Crazy Clown and Captain Nuke-um, you can play as a "Rambo wanna-be", a "chef with a flair for slicing and dicing", and a "pyromaniac". These are Pete's words, not mine. Not the most original and exciting idea By Pote Wearn to come down the pike, but he's on the right track Word to your mother, Pete. PLUTONIC THE LAB RAT By Wyatt Elliott

> In the grand tradition of Mickey Rat, Skid Row's answer to Mickey Mouse, comes

Bedlam. Great, I can see it now: kids all around the globe are gong to be detonat-

ing nuclear devices in their backyards to

gain super-powers, it's a bad road, children. Don't walk down it. Atomic Asslum is



sis of all the goodness that Sonic the Hedgehog represents. Plutonic creator Wyatt Elliot (another frequent contributor to Soundboard and the Dream Game Gallery) cites the films The Noked Gun and Hot Shots as two of his main inspirations for his parody of Sega's popular mascot. Plutonic's main man is Pals the Guinea Pig and his nemesis is Dr. Robutlik (I get it). As Wystt puts it (and I quote), "This game would be large on laughs, high on fun and low on intelligents." Um, Wyatt, that's spelled "intelligence", for year origination. I suppose highes it this perfect guy to make this game because it's certainly lowbrow enough for a man of his "intelligents".



### FARA BLADE by E. Glassman

As you may know, Gabe's Dream Game Gallery normally won't print ideas for new" Mortal Kombat characters because, for the most part, they stink like a threeday-old fish in the New Orleans summer sun. They suck, They're boring. They show a stunning dearth of imagination, But I just couldn't resist printing E. Glassman's Fara I've got some pretty good ideas." Really! So what are they Nick? All you sent was this picture of Corben, the lead character in your game. No explanation, no plot synopsis, no maps, nothing I'm afraid I can't

THESS STAND THESS STAND THESS

Gallery. Being the soft touch that I am, I couldn't help but oblige her Aren't Tiny and Jeff cute? I just wish I could tell what they were.



TRAILBLAZER

### By Latoya Y. Coaltrain

From the wilds of Selzwik, Alaska comes Latoya Coaltrain's Traiblazer, an actionpacked rating-sim in which you and a friend race at a breakneck pace across the wilds of the Arctic Besides having a cool name (Latova Coaltrain! That's so onematic!), Latova's got what a dozen other game designers lack originality. The idea of a snowmobile race is simple, yet intriguing I want to know more. I want to fly across the snow on a Polaris XLT. I wanna rock!

recommend you to SquareSoft without more Info. Sorry: But thanks for the nice compliment about my beard (Nick said it was "slammin"). When I started growing it in college, people thought I looked stupid, but now I frequently get stopped on the street and asked if I'm Amish, I'm not, by the way

### DOGGIE DEFENDERS By Rennie Overton

"My creation is Tiny and Jeff They are trying to save their dog Niko from the evil Glider. They have secret powers." Himm. Dear readers, your guess is as good as mine on this one. All I know is that this Dream Game came with a nice note from Bennie's mom explaining that he was only 6 years old and that it was his fondest wish to be included in the Dream Game



### interesting life ahead of him. CORBEN By Nick Adans

"I'm a RPG FREAK," begins the letter from Nick Adane of Ethel, MS. "but I'd really like to make them. Do you think you could hook me up with SquareSoft?

Blade. His description of the character

was just too lurid to pass up. Apparently

Shao Khan made a clone of Somya (duh)

and made her his mistress (woo woo!).

Fara's in charge of torturing Shao Khan's

what he's written about Fara, I'm certain

that this is one young man with a very



# Stage Skip!

agazin

Tips

\*

ditors

# Invincibility!

Toy Story too tough for you? Here's a top-secret cheat to keep you safe from harm. First. complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven: if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold Down on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the name!







screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing A. B. Right, A. C. A. Down, A. B. Right, A. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit START and press A while the came is paused to warp immediately to the end!



health star start to

spin.





You'll warp imme diately to the end of the current stage!



rame, hit START to pause and press the A burron.

LEVEL COMPLETE



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### TIPSATTE Extra Difficulty Setting

At the Biker Mice From Mars title screen/main menu. erab Controller 2 and press Up. X. Left. Y. Down, B. Right, A. Up, X You'll hear Karbunkle laugh to confirm the code. Now start the game, in either the Main Race or Battle Mode When you reach the menu where you choose the difficulty setting you'll find that there's a new "Super Hard" difficulty option.

Press Up. X. Left. Y. Down. B. Right A Un X on Controller 2.



Now you can access a Super Hard" difficulty level.





# Secret Cheats

START button to pause When the pause menu appears, hold the LL and L2 buttons for approximately ten seconds: this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-rad then you need to hold L1 and L2 a little bit longer After the

s locked up continue to hold the LI and L2 buttons and enter the following codes: Down, Right, O. Left, Right, twes you a new option called "Ammo" and Right, Right, Left, Down, Down, Up. O gives you a "Health" option. Use these new options to refill your ammunition or energy meter at any time during the game!



Press START to Hold L I+L2 for ten







pause the game.

seconds (or until the cursor locks up), then press Down, Right. Left Right

and press Right, Right. Left, Down, Down, Up.

new options,"Health" and "Ammo".

Level Ward

Use them to powerup at any time during the game!



Here's another Vectoman cheat that we didn't carch in our last issue. While the game is paused, spell the words "call a cab" on the controller by pressing C. A. Left. Left, A. C. A. B. Vectorman will turn into a small arrow. You can move the arrow around the screen to any location in the current stage, and while you can't blow up any TVs, you will be able to destroy most enemies just by touching them with the arrow. Best of all, you can move the arrow all the way to the end of a stage and change back into Vectorman by pausing the game and entering the "call a cab" code again!



Pause the game and press C. A. Left Left A C.A.B





the arrow all the way to the end of the stage.

You can drag





...you'll change back into Vectorman!



The arrow can even destroy certain enemies lust by touching rhem

### TPSATERS



# SECRET **TEAMS**

BAABACB-62 Dallas Texans BAACAAA-'90 Los Angeles Raiders

BAACCAC-B3 Los Appeles Baiders

BABBACA-'76 Oakland Raiders

BABBCCC-'67 Oakland Raiders

BABCCAB-91 Los Angeles Rams

BACABBA-B4 Los Angeles Rams

BACBABC-79 Los Angeles Rams

BACBCCB-'68 Los Angeles Rams

BACCCAA—B4 Miami Doinbins

BBAABAC-R2 Mizmi Dolphins

BBARABB- 73 Mixmi Dolphins

BBABCCA-72 Miami Dolphins

BBACBCC-'71 Mami Dolphins

BBBABAB - 76 Minnesota Vikings

BBBBABA-74 Minnesota Vikings

BBBBCBC-73 Minnesota Vikings

BBCABAA-BS New Forland Patriots

BBCBAAC-76 New England Patriots

BBCBCBB-179 New Orleans Saints

BBCCBCA-'90 New York Glants

BCAAACC B4 New York Gloone

BCABAAB-'70 New York Glants

RCACRRC-RO Philadelphia Fasles

BCBAACB-'60 Philadelphia Farles

BCBBAAA-'79 Pittsburgh Steelers

BCBBCAC - '7B Pittsburgh Steelers

BCBCBBB--75 Pittsburgh Steelers RCCAACA 74 Pittsburgh Steelers

BCCACCC-75 St. Louis Cardinals

BCCBCAB-94 San Diego Chargers

BCCCBBA-BI San Diego Chargers

CAAAARC-'66 San Diego Chargers CAAACCB-'63 San Diego Chargers

CAABCAA-'94 San Francisco 49ers

CAACBAC B9 San Francisco 49ers

CABAABB-BB San Francisco 49ers

CARACCA ... 'Rd San Francisco doors

CARRECC-'RI San Francisco 49ers

CACACBC-'91 Washington Redskins

CARCRAR-7R Seattle Seahawks CACAABA—'79 Tampa Bay Buccaneers

BCABCBA-'6B New York lets

s far as we can tell, there are exactly 100 hidden teams in the Genesis reion of Modden NEL 96 Most of them are classic NFL and AFL lineups, some are Ail-Pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the codes listed here. The cheats work for either team so if, for example, you wanted to pit the '76 Vikings against the '9S Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code then move the cursor to the right and enter the Dragons code. All codes are entered with the A. B and C

buttons: have fun! AABBBCA-BO Atlanta Falcons AACAAAR-'AR Rairimore Colts

AACACBA-'64 Baltimore Colts AACBBBC-'6S Cleveland Browns AACCACB—'93 Buffalo Bills ABAAAA—'92 Buffalo Bills

ABAACAC-91 Buffalo Bills ABABBBB-- '90 Buffalo Bilis ABACACA-73 Buffalo Bilis

ABACCCC-BS Chicago Bears ABBACAB-'77 Chicago Bears ABBBBBA--'66 Chicago Bears

ABBCABC-'63 Chicago Bears ABBCCCB-'BB Cincinnati Bengals ABCACAA—'BI Cincinnati Bengals

ABCBBAC-93 Dallas Cowboys ARCCARR 192 Dallas Cowhows ABCCCCA -- 7B Dallas Cowboys ACAABCC-'77 Dallas Cowboys

ACABBAB--'75 Dallas Cowboys ACACABA-'71 Dallas Cowboys ACACCBC-70 Dallas Cowboys ACBABCB-B9 Denver Broncos

ACBBBAA-B7 Denver Broncos ACRCAAC---177 Deever Brooks ACRCCRR--'62 Detroit Linus ACCABCA-'67 Green Bay Packers

ACCBACC-'66 Green Bay Packers ACCCAAB-BO Houston Oilers ACCCCBA-'69 Kansas City Chiefs

CBAAAAC—'B2 Washington Redskins CRAACER 172 Washington Redsigns BAAABBC-'66 Kansas City Chiefs CRARRCA—Hall of Fame I

CACBBCB-B7 Washington Redskins CACCBAA -- 'B3 Washington Redskins

CBBAAAB--'95 All-Madden CBBACBA-- '95 AFC Pro Bowl CBBBBBC-'95 NFC Pro Bowl CBBCACB-- '95 Amsterdam Admirals CBCAAAA—'95 Barcelons Dragons CBCACAC-- '95 Frankfurt Galaxy

CBCBBBB-'9S London Monarchs CRCCACA-'95 Rhein Fire CBCCCC-'96 Scotland Claymores CCAACAB-'9S EA Sports Team Madden

CBACACC-Hall of Fame II

CCABBBA-All 'SOs CCACABC-All '60s CCACCCB-All '70s CCBACAA-NFL Players Association I

CCRRBAC-NFI Players Association II CCBCABB-NFL Players Association III CCBCCCA-NFL Players Association IV

Enter the codes at this screen to find the hidden teams



Some of them appear with the old-school team logos!



Choose the '66 Bears to get Ditka at tight end!



Or slash through the defensive line with the '73 Bills and their Half-of-Fame running back!

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### TIPE STRIBUTE



# **SUPER NES**

### Unlimited Ammo

t the password screen. enter the code MIROG3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up!



start a game.

You now have unlimited ammo for all weapons!

Enter the

password

MIROG3 and

# Stage Passwords

the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.



Mission 3-BIGBND



Mission I.-- RMRRMN



Mission 4—FSPRNG



Mission 2-65C816



Mission 5-YHWXII

### lavincibility o access an invincibility cheat,

you must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFLL. Now start a game, and you'll see that your 'meth's health meter will never register any damage!

### Enter the "Infinite Ammo" code and all five mission rasswords one at a time



Then return to the password screen and enter the code MK-WFLI



Start the



**ENEMY 'MECHS** 



# Play as an Enemy Mech

urn the game on and wait for the Tiburon Entertainment logo to appear. When it does press Down on the D-pad, then A, then X. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCatl

Press Down on the Dpad, then A, then X-





You'll get this topsecret mech-select menul

WASP



MARAUDER



ULLER









# Invincibility

hoose "Options" from the title screen, then enter the "lukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing C:

3, 12, 17, 2, 2, 10, 2, 7, 7, 11 Remember to press the C button at each number. If you've done this correctly you'll hear Sketch say, "Oh, yeah!" Now press START to exit the lukebox and start the game; you'll see that your energy bar will never so down!

# 

Choose the following numbers JUKERON in order and press C at each one: 3, 12, 17, 2, 2, 10, 2, 7, 7, 11.



Now start the same: you'll





# Stage Select

ve, choose the Jukebox and enter the following code by placing the red checkmark cur-

sor on each number in order and pressing C:

14.15.18.5.13.1.3.18.15.6 Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from I to 6 and press C to warp to different

stages as follows: I-Emsode I. Part I 2-Episode 1, Part 2 3—Episode 2, Part I 4-Episode 2, Part 2 S-Episode 3, Part I

6-Episode 3, Part 2 Press START to exit the lukebox and start the game; you'll start at the stage you chose!

JUKEBOK

Choose the following

numbers in order and press C at each one: 14. 15, 18, 5, 13, 1, 3, 18, 15, 6



enter the list number.



Next, highlight a num ber from I to 6 and press C, then press START to exit.

When you start the game, you'll begin at the stage you picked!

n most of the game's "panels," you can make Sketch pass gas by rapidly pressing Down on the D-pad. It seems easier to do this if there are no enemies on the screen.



Press Down rapidly and repeatedly

# Segret Fart



You'll see and hear Sketch cut a mean one!

Donkey Kong Country 2: Diddy's Kong Quest E6EE-A7D7 + 6DAF-12EB + 6D8D-C33E-

C2A1-CESB-Infrate live D465-3D67-Start with three lives DB65-3D67—Start with 10 lives F665-3D67—Start with 25 lives 7F65-3D67—Start with S0 lives 1765-3D67—Start with 99 lives D4A1-437C—Getting 100 baranas gives you two

D9A1-437C-Getting 100 barranss gives you five EEC2-IAID-When your lost monkey is hit the

other one returns DD6C-C7D4-Pressing SELECT while paused exits any level not just completed ones 626D-4EBD Start with more Kong Family Coins C2B9-1297-Konz Family Coins don't get used up 626D-432D-Start a new game with more

C2R9-1297---Kremonins don't get used up EDD0-735A - Mega-tump for Diddy E7D0-735A - Superjump for Diddy E1D0-735A—Diddy jumps higher EDD0-735A - Diddy doesn't jump as high EDD0-735A Diddy lumps much lower EDD7-SAEA - Mega-jump for Divide E7D7-SAEA - Super-jump for Divide

ESD7-SAEA—Dixie jumps higher EBD7-SAEA - Dixie doesn't jump as high ECD7-5AEA Divid jumps much lower EFDD-535A -- Mega-jump for Rambi E7DD-535A-Super-jump for Rambi ESDD-535A Rembi jumos higher ECDD-535A - Rambi doesn't jump as high

### TPSS TRICKS





Enter the password "ZIPPY" to speed up the game's frame rate.

# **Cheat Mode**

tart a game in any mode. When the fight begins, press the P button to pause Then, at the "Pause" menu, hold the L and R buttons on top of Controller I and press C.A secret "Cheat Codes" menu will appear! Enter any of the following passcodes to get different effects-but please be aware that some of the cheat codes listed below may crash the game or even reset the 3DO machine in

TEAM-Shows a photo of the Foes of All design team. PREBEG-Shows a photo of European middle-heavyweight champion Ivan

CROWD-Removes the crowd from the background to speed the game up slightly; enter the code again to restore the spectators.

ZIPPY-Speeds up the game's frame rate slightly.

AIAT-Changes Boxer I into a computer-controlled fighter; enter the code again to regain control with Controller I. AIBT-In a one-player game, this code makes Boxer 2 playable with Con-

trailer 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. (This is a great cheat for one-player games-particularly in Tournament or Career mode-because it allows you to stop your opponent from fighting back.)

PADC-This code activates Controller 3 for special chest functions; let's hope you've got a third controller? Once you've entered this code, the buttons on Controller 3 will have the following effects:

A: Knock down Boxer 2 for six seconds. B: Cut the right eye of Boxer I. Press this button three times and the referee will stop the fight. L button: End the current round and immediately advance to Round 10.



The password "TEAM" lets you see the game's designers.



Try "PREBEG" to see this nhoto



"AIAT" and "AIBT" can toggle computer control on or off for both fighters.



"PADC" entered, you can knock Boxer 2 down by pressing A on Controller 3.



"PADC" also allows you to cut Boxer I's right eye with the B button on Controller 3...

# Low Blows

You may have thrown a few low blows from time to time by accident, but here's how to do them on purpose: Point the D-pad diagonally in the Down/Left position and press A to throw a low blow with your left hand, or point Down/Right and press B for a low right. Don't do this too often or you'll be penalized; you can also be disqualified for low blows.



Hold K and press A (or hold and press B.)



Whoops! Heb heb...hope the nef didn't see that!



3 to warp di-

rectly to Round 101



# Invincibility + Stage Skip

In the game's first level ("That Old Army Game"), walk to the right useful you reach the rubber ball that's next to the chest of dismers with the ballots of anym on no. I jump on the ball and the chest of the chest of the chest of the chest of the standing on the fection dismers, lodd Down on the Dopat for based uses a second-for law en Woody's hands to begin to print the upper left corner of the screen, indicating that you are now member for the chest of the great With this ode in piles, you can also also jury stage, as follows. Simply the START during the your law of the great with the stage of the corner stage!



jump on the ball and carefully tap Right...



...to land on the bottom drawer.



Once you're there, hold **Down** for six seconds.



You'll see the health star begin to spin; now you're invingible!



With this code in place, pause the game and press SELECT...



...to warp to the end of the current stage!



1000 year boon retails or out
1-800-4-FUN-004 for concess case;
For years age on one proposition.
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### THE STREET



### **Infinite Continues!**

When you lose your last life and the Game Over/Continue screen appears, press Up. Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly you'll see your continue counter jump to 10! Repeat this code to reset the counter to 10! whenever you've training love on continues.



When the counter shows three continues or less, press Up, Down, Right, Left.



You'll end up with 10 continues whenever you want them.

### **Infinite Lives**

At any time during the game, press START to pause, then enter the following code while the word "PAUSE" is on the screen fress and hold the A button press B-Right on the Depai smalleneously and release, press R-Right Down Left on the Depai and release. Press R-Right Down Left on the Depai and release. START to continue the game, you'll see that you'll fice content has pressed to the depair of the seed to be a seen of the pressed of the seed of th



Pause the game, hold A, press B+Right and release, press R+12 and release, press C+Y+Z and release, then release A.



Press START to unpause. You now have 20 lives!



# FMV Fiesta

To watch all of Blackfire's full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flishing on the title screen: Z.A., Z.A., B.A., B., Y. C.A., C.A. The intermission scenes will automatically start up: press A to stop any scene and skip to the next one.



Press Z, A, Z, A, B, A, B, Y, C, A, C, A



You'll be treated to an eight-minute overdose of full-motion video footage.



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### FIRE SFRINGS



### Secret Teams



Highlight your favorite team and enter the code as shown...



'8S Patriots-Highlight the Patriots, press R, A, Y, B, A, R, Y.

'79 Saints-Highlight the Saints, press Y, A, L, L '86 Grants-Highlight the Grants, press L. B. L. A. R. R. Y.

'68 lets-Highlight the lets, press A, R, R, A, Y. '77 Raiders-Highlight the Raiders, press B. Y. B. Y. L. A.

'60 Eagles-Highlight the Eagles, press A. L. L. Y

'68 Rams-Highlight the Rams, press B. A. R. L. Y

'78 Steelers-Highlight the Steelers, press L. A. Y. B. R.

'84 49ers-Highlight the 49ers, press B, A, Y, A, R, Y, A

'78 Seahawks-Highlight the Seahawks, press A. L. A. R. '79 Succaneers-Highlight the Succaneers, press Y, A, R, R

'82 Redskins-Highlight the Redskins, press L. Y. B. R. L.

NFLPA Free Agents - Highlight the Panthers, press L. Y. B. R. A. R. Y. Tiburon Gotcha-Highlight the Jaguars, press A. Y. B. A. B. Y.

EA Sports - Highlight the All-Medden team, press B. A. L. SELECT

'81 Chargers-Highlight the Chargers, press A.Y. R. B. A. L.

to activate a hidden "cheste" team with nowerful skills

To find a few dozen hidden teams in the Super NES version of Modden 96, you'll need to follow some specific instructions. At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen

- '75 Cardinals-Highlight the Cardinals, press A. B. B. A. '80 Falcons-Highlight the Falcons, press L, Y, B, R, A. '73 Sills-Highlight the Sills, press A. L. A. B. Y.
- '85 Bears Highlight the Bears, press Y, A, B, B, A '81 Sengals-Highlight the Sengals, press R. A. L. L. Y.
- '6S Browns-Highlight the Browns, press A. L. L. R. B. '78 Cowboys-Highlight the Cowboys, press B. A. R. B. Y. 77 Brancos-Highlight the Brancos, press B, R, A, Y.
- 62 Lions Highlight the Lions, press B. A. R. R. Y. '67 Packers-Highlight the Packers, press B, A, Y, B, A, L, L.
- 30 Oilers Highlight the Oilers, press A. R. A. B. Y. A. 68 Colts-Highlight the Colts, press B, A, L, B, A, L, L

### 69 Chiefs-Highlight the Chiefs, press B. L. L. Y. R. A. Y. 72 Dolphins-Highlight the Dolphins, press L. R. B. B. B.

#### To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press Y, A, Y, A, R on either Controller I or 2. The quarter length will be set to a

mere IS seconds!







Now you can play a short game with 15second guarters!

### Super Bowl Win Screen

To see a sneak preview of the victory ending that apers when you win the Super Bowl, go to the "Game Setup" menu and press A, Y, A, Y, L.



Press A. Y. A. Y. L at the "Game Setup" menu



Sowl victory screen.

### **Reset Game Stats**

To access a programmer's secret debugging screen, hold the START, SELECT, L. R and A buttons on Controller 2 while turning the game on. Once you've at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing Down, B, Y, L and R simultaneously; this will erase all of your records and stats, which is a good way to make your older brother really mad.



Hold START +SELECT +L+R+A on Controller 2 and turn on the Super NES



You'll see this hidd cartridge statistics



## 5001103014120

### Swami Gabe

wants to know your deepest, darkest secrets and exploit them for cash!

### Soundboard

c/o Viceo Guess Magazine B4B4 Wilshire Blvd. Suite 900 Beverly Hills: CA 90211



### HOLSTROM IS KING

Dear VocoGu

I was just wordering if Zerh Messon, pure combinating effort, and so to review pure for Heavy Metal magazine back in the SBM II file of this bound be any self-and SBM II file of this bound be any self-and Whitch could be any self-and with which which could be any self-and in any video games. Whatch out Olay, back of the real world II warra good make kim on the RhySeason or the Sauran. Do you guye at VidooGusta's see any tank aims for any pateen on the facture!

—Mee Kidd Baltimon & Baltimon &

For some reason, James Shanks of Newport News, VA had a creative fit and drew this picture of Beavis as Kung Lao. Why? Only his psychiatrist knows!

GOD'S ARMY

Dear VIDEOGUNES,

Why are Juden-Christian-based video games being centror from the video games merker? Since a lot a games, expension of the control of the con

—Mark Price Winnipeg, Manitoba Canada

Hirm. Swams Gale rood some too lotines, threw the bones, studed some entrols, and converted Bod, but no countred Bod, but no countred Bod, but no country got a studies carry areaser to your question. My extendion of the students at 18th 1 perty kins to dismass games which have featoney elements at conceining "theme from populars, work-mark games which have featoney elements or conceining "theme from populars, which was a student of the developers of the deve

Christian decency?? I thought so By the way, I have firstly Gameworks of Waca, Texas is developing. The God Squad, a 3-D. "Doometyle" game for release on the PlayStation by Easter '96.

### WISCONSIN: THE DULLEST STATE

Dear VideoGases,

Heg gust Trings in Wiscouss couldn't have been more dul until. 1 get my Physication I gotts cell yn, it is the best system cut them; he been playing store cell deep of Prog and I've never been Playing store cell deep of Prog and I've never been Playing store with a system, hive, "down to my green with a system, hive, "down to my green deep of the game of the green of the green of the store of the camera dishift match up with the character as oft a some short, neither character had up fell et it. Ply question in the last possible to only do flastflows, etc. without cataly "glering" in green on this last it.

—Vern Oregon,WI

As controve, Vern The foratives published in the September Issue were for the oracide version of PNS. The foct that the immers for the oracide and PSX are identical means in this picture. We were wrong. The fact that store of the names in the parture didn't match up with the characters and the wirred (Behar can be scribed to one thing a freely PNS) machine We have occess to thems like that the machine We have occess to thems like that.

### ROME LICKS SALTY ICE CREAM CEMENT

Dear Carbon-Based Life Forms

Can I call you egg! When in doubt consult the toaster. Watch for falling cranber ries. Do you chic-a-chic-a doo doo doo

was beliant worn't it?

doo? Avoid the clowns at all costs, they will follow you forever. Remember there is no escape from the hideous schnoup-dorkan cologne bests and always remember the bomb is in the funnel cake and I can't emphasize enough, stop the clock before it's too late. Ultimate fun, picture of seri man.

-Some Headcase Albuquerque, NM

Your attempted surrealist poem was pathetic. Swarm Gabe and his gang of Savatonast thags are coming to your house to stamp you for committing the ultimate sin, boring us.





Sebastian Lopez of Beaumont, Texas (A favorite spot of Swami Gabe's, it's near the border of Texas and Louisiana and Swami Gabe makes it a point to stop at a McDonalds there every time he's on the road between Austin and New Orleans) sent us these pictures of him and his brother with two of the cast members of the

Rayden touring company of the Mortal Kombar live tour. According to Sebastian, the show was fantastic, and you can tell how happy he is from these anapshots. That's Sebastian in the hat, standing next to the actress who played Sindel. Oooh. She's cute! Sebastian's

brother Donald is hanging with the actress who portrays Princess Kitana. Hubba hubba.

### OLD SPORTS FOGEY

Editor.

Why do video game makers hate us over-40 baby-boomers? Don't they restize that there are lifty million of us and while at the height of our earning years? If low to spend a bunch of my loot on sportsoriented video games but all they offer are modern-dry cames and players. We den't care about the overpaid depeaddits of 1990s ports. Our hernes were the underpaid drunkards of the 1950s and 150s.

and ols.

Why can't they offer the teams of our era? I don't think there ever was a better season for "races" in the various pro and college sports than in 1967-Why not start our with that year? All they have to do is offer different years with ready-made zames.

---Walt Karwicki York PA

Great suggestion, White Sworia Gobe and Good Higgins (the VG sports calcula) often discuss wheth a sworld be left if you could use classics whether a lovel do be left in the country of the property of the country great standard prints of the first Super-bows (or control great standard Konfallow Gober Ritch As or motitor of foct genera like Thiodein 196 and 1988. Live 95 feature closists juripers and learness if you can find the cheats to activate them is this beginning of a reased We hope so. By the way, it resent you coulding the sport shreets of your standard you calculate the standard you calculate the standard you calculate the sport shreets of first and Gromans. They were pill freak.



Wyatt Elliott of Rockford, II sent us this nifty envelope art. It speaks for itself.

KARLOFF IS DEAD (BUT NOT FORGOTTEN)

VIDEOGAMES Mag.

Your mag is awasomed I know you hate beggars, so I won't ask for a Saturn or beggars. Do you gips the Vectomian as much as I do? I just can't beat Day I?? Your MK2 guide helped me because I got it for Segs. I gotta go. My diad warns to watch The Munnny with Boris Kartoff in it. This sucks. Bye.

-Saker Alexander Youngstown, OH

What?! You're complaining because your Pop's cool enough to want to watch The Mummy, a horror classic, with you? Whoo! Some kids lost don't abbrecate the good

\_.\_.\_.

### GREEDY SPOILED CHILD

Dear VintoGuers.

things in life

Every Christmas I write a humongous Christmas list. My record has been 712 items, sec in 1994. To help me beat my record this year, I was wondering if you would send me a list of every video game system and every video game in the world.

> —Ben "Donut" Hassenger Lansing, MI

Donut, you must be sniffing rubber cement.

really don't feel like spending the remainder of my brief existence on this biones cataforme every video game in the world so that you can add it your "list". Personally, I find the idea of a 712 item Christmas list to be extremely distosteful Don't you think that it shows you to be the slightest bit greedy?



P.S. Is there going to be an Earthbound 2?

Answers to your questions!

1) Keep working on that art, Leon. You're only 10 ofter off 2) Betty out her column by just being the

> 3) The PlayStation is on excellent Christmas present, Swami Gabe is getting one for all of his laved ones. 4) Is there going to be on Farthbound 27 I sure hope

not

A and B renestedly and very mickly I figused since I was way behind in points. I would cheat and use the auto-fire capability of this controller. I plugged the controller in and suddenly, the screen became all snowy. After about half a second, the SNES shut down and would not turn on again. I checked the circuit breakers, but none of the circuits were tripped. So now my faithful, three-year-old SNES was broken I ask you now what should I do? Bag it, and try for an upgrade such as

Mike, it is quite possible to experience a power surge without the circuit breakers tripping That's what might have happened, but

your SNES, though As to your question regarding on upgrade. I say why the heck

not! Get on your knees and beg, doe!

I'm not sure I don't see your controller frying

a PlayStation, or fix it?

-Mike Steven Ouskertown, PA

### \_.\_.\_ THE BEST **GAMER ALIVE**

Dear VincoGaves

I have about four sports games for Yet another drawing by Wyatt Eliot of Super Nintendo, I am not writing to say that the games are bad sust easy For example, about two weeks ago I bought NHL '96 all because of your October article. I can now beat the expert level. Not just that, but on the TOGETHER. THEY practice mode, when I only have one skater and the opposing team has **ARE THE** five. I can beat them by three points. SUPERFRIENDS Do you know of any sames that are

> -Justin Hawver Loudonville, NY

I'm afraid that on video same can chal-Anner you. Austin, you must move above and bewond these childish things and set to work on something that II really stretch the synapses of your napzin; answering the great questions of the universe! Why are we here? Why is there good and cvill Who but the beb in the beb-shoo-bep-shoo-bep? Who wrote the book of lave? You know thisosophid

more challenging for SNESS

called Majangs, k's groovy and quite pages.

\_.\_...

#### VG GOES TO THE MOVIES

Dear VideoGANES,

I was thinking that in your next issue you could do a little section on movies like Silvace of The Lambs, Halloween II. Conso. Jurossic Park, Cosper, Man of The House, and Goof Troop: The Move, It would be cool if you did.

> -Matt Fowler Schenectack NY

### Rockford, II. I'm starting to get sick of this guy, even though the art's cool.

.....

Dear Awesome VG Editors,

Hit I'm Leon! I'm Carl! I'm Tristen! And I'm Cella! We're all writing this letter together! Your magazine is cool! We rated who is the coolest editor and we say it's Betty!

"Betty's cool." "Really cool." "Yesh!"

Each of us has a question for you. Please

1) Leon: I drew the envelope art. Is it.

2) Carl: Hey Betty why did you get your own column? 3) Tristen and Celia: Is the PlayStation a good Christmas present?

> -Love, Leon Carl Tristen and Cela Kent, WA

### SHOCKING!

Dear VipcoGavics

Last year for Christmas, I received a pain of SN ProPad controllers with the clear shell for Super Nintendo. Recently, I was playing NFL Quarterback Club. I was in QB Challenge mode, trying for distance. If any of you've played this game, you probably know that to throw long you must press





That's a pretty odd list of films there, boss How in Baal's name (pagan reference there) did you came up with such an odd list of films? Are they your favorite movies of all ome? If they are 181 suggest page to a different section of the video store to expand your move-watching horizons, Swamy Gabe supgests that you start with the film Slacker. then move on to such classics as The Bride of Frankenstein, The Kriling, The Palm Beach Story and Matewoon But in the fool equation, this is a magazine about wideo earnes, so I'll move on now.

### I LOVE NORTH CAROLINA

Dear ViceoGAMES,

I felt so utterly disgusted and insulted about a comment in your December 1995 issue of VG. On page 97 the words. "What is it about you guys from the Carolinas, anyway?" appeared. I live in the mountains of North Carolina, so I guess that you can infer that I would get upset about this comment.

> wrong, I buy your magazine. But still, the only reason I do is because I can find a code or two that I need. Most of the time I do not need your magazine because I have a subscription to Gametra.

Don't get me

I have one question for you: Why do you act like rude. childish teenagers? -Kevin Jones Warrensville, NC



Sorry, Mark, the moves for Ultimate MK3 didn't make it into our fanuary issue, but we'll do our best to get them in an upcoming

### FREE SUPER NINTENDOS FOR ALL!

Dear VinsoGuess.

edition, Coal? Coal.

I was wondering if you would give me a Super Nintendo. My parents won't get me one. My dad says a Genesis is better than a SNES. If you do give me one, give me a rapid-fire controller and I want two games: Contro III and Apohl Real Monsters.

> -Seth Basier Harrisburg, PA

My, my, my, Full of requests today, aren't we, Seth? While you're asking, would you like to have Swann Gobe's car (a 1975 Plymouth Brougham) and a million bucks in cash? You would? Get to line, soons! We here at VG aren't in the business of just grone stuff away to just anybody, so don't hold your breath watting for a free SNES to arrive in the most It oin't coming



lustin Boldaii of Kill Devil Hills, NC, just relayed us some shocking news: He has just married Bettyl When Swami Gabe asked Betty for confirmation of this rumor, she said, "Who the hell is justin Boldaji?" Upon further examination, the wedding picture Justin sent turned out to be a crude fake collage. Pretty sneaky, lustin, but not sneaky enough to fool

Swami Gabe, \_.\_.\_

### WE DON'T BELIEVE IN BIRTHDAYS

Dear VideoGrees.

I was playing MK3 in the arcade and I stunk, I was wondering :Since my birthday was November 6th, do you think I could have a free issue of Tips and Tricks like the one pictured below?

-lustin McNeill

Hilo Hi

only asked about the Carolinas because that month he had received an monthagte amount of odd mail from that part of the country, Don't take it so seriously, Keyn, What is it about you guys from the Corolinas anyway? . . . . . . . . . . . . . . . . . . .

### MARK (A CHILD FROM BAKERSFIELD)

Dear ViceoGaves

I played Ultimote MK3 and I filed it. Can you please out the moves and the fatalities and the animalities and the stare fatalities in the January magazine? My name is Mark.

> Mark Bakersfield, CA

No. Hoppy birthday!

**Ultra 64** 

## **Super Mario 64**







Our bemused Italian hero surveys the scary castle grounds. What evil lurks here?







1 Player 3-D Platform/Adventure Game Developed by Nintendo

Published by Nintendo Available April 1996





Effects like water look stunning the powerful new machine.







Intende la promising that Super Morle of will be the best video-game superior ance ever made. A lofty claim, but one that might well prove true. Super Moreis turnerally around \$0 percent complete, but work is speeding up and Nitenden hopes to have it cody for Japanese release in April. American will be pleased to faser that they get the machine at the same time. Is it worth the wait? Well we here a Visco@date creating think so.

Mello first 2-beneause takes place in Mano World, a Minist first 2-beneause takes place in Mano World, a place Nicerado first have come to cell home. Mario World is - world and woodled inversioners, packed fill of diseases, machiners and an awaki for off artists. The furtles in this game are your marios led by the deposition forms (right of the Koopa kids). Your mission is to first Bowers and put is not not his historying more and for all for as less; until a sequel show up). Because the pane is preserted in 3-th many of the Because the pane is preserted in 3-th many of the

Mario-mechanics have changed. For one thing, he can now

in it is not directive (using the 124 degree works) symbols and confidence and as much lath to other May green, our heart is agent that the work is you de that conventional control and the property of the conventional control and the cont

Place and sound effects are typically wastly, with 'Plan's florilly laining grinder of visice the research is very high portified tone when hard. The sheer size of the gene, coupled with the weatern. I by graphics man that this a gain to be spec settlif it may look it lies a lide! game, but be sure of thin throri or I 3-D is a socing opportions, but a very oulyable one. If the final version is even slightly better than this 50 specrets complete one, then we can have no complisher. And if this represents the general quality of Ultra 64 genes, then past me down for a machine.

PC CD-ROM

## Bad Mojo





You have to find out who you are and why exactly you were turned into a cockroach by the mysterious locket supposedly given to you by your morn.









### 1 Player Strategy/Adventure Game Developed by Pulse Entertainment Published by Pulse Entertainment Available January 1996











You are Roger the cockroach, Up until free instances ago you were Dr. Roger Samms, a wormy little freak of an intocomplex thrigh in a hellhold agartenne above a seedy little bar in Sam Francisco who also happoint for section a million delialer apment for come sham bug opportunes—a million delialer some sham bug opportunes—a million delialer before, a feet the property of the control of the Before, a feet the property of the control of the latence for the proposed great one you by you include that we ampossed great to you by you

width which you were planning to obscord to Mexico. But then you were turned into a most by some mysterious power emanating from a locale that was supposedly going to you by your mother. You plaked up the fordest, purple rays started to liste first him in the fordest, purple rays were being strickly by lightning, you fell over, and taedia—you went from orphan to freak to roach. Thanks, but in the property of th

Now you've got to figure out just exactly what it is that's going on—an already difficult task made more tedious by the fact that you've a cockroach. But actually, being a cockroach

is laind of fun You get to creat through 780 3D-rendered scenes, interspersed with 35 minutes of full-motion video. Your bug can creat up walls, through holes and down pipes, and you control your bug from a mostly top-down perspective. It's easy to maneous: the curson keys move the reach up down, left, right and diagonally it's that simple. The rendered scenes are high-resolution, writer portrains of the

the "Life says to another the care legs more the readord with the "given deleganthy in the super-Time random of more as in high resolution," promy prompting the desired large as in high resolution promy prompting the desired range compared the best of the delegant of the first superlies there there are promy prompting the prompting of a port and harpy super-time large product as compared to the action varieties they provide a large product as when the large products are produced to the product of the compared to the large compared to the compared to the compared to the large compared to the compared to the completion of the compared to the large compared to the compared t

Friendy characters will provide valuable clues, also to be found in newspeers, trash, letters and old photos. Bod Migo includes several possible outcomes, depending on which of its puzzles you can figure out. So if you're down to get dirty, you very well may want to check out this game.

**Playstation** 

## Kings Field





Kings Field (the US version) features better graphics, cooler bad guys and a lot more action than the original Japanese incarnation.











#### 1 Player 3-D Action/ RPG Game Developed by Ascii Published by Ascii Available Feb 1996





Clean, fluid, texture-mapped polygons portray the scenery.





repare yourself to enter a world where you fight with swords and shields and do battle with hideous creatures. This

sounds like it could be any RPG game, but King's Field adds a neat little twist. All your battles and exploration take place via first person. You can look up and down in this fully 3-D playing field.

There have been other 3-D view games, but Knig's Feld definitely set condition research a more immersive experience. This is achieved by the shifty to interact with other characters who advance the toopy and add a human touch to drary dungenon like. The standing system is a little hard to get used to at first, but soon you'll figure out how to hit the entering and moid getting withouted yourself.

You work your experience up the same way by hacking up the enemies and collecting gold. The sound effects you hear while walking around the dungeon are extremely welldone and on pur with the atmospheric truff found on Down for the PSCT for comeins first fixed of with around and don't really bother you unless you got close. Later on though, things really start to got hely. The moreover you gifter come in if types of alreas and shipes. This adds a but to the gimeration of the property of the property of the proing of the property of the property of the production of the property of the property of the protes of the property of the protes of the property of the property of the property of the protes of the property of the property of the property of the protes of the property of the

One of the really interesting things about the American release is that the version released over here is actually called Kings Field 2 in Japan. It was felt that the first game lacked the depth and action that more sophisticated American players require.

So all in all, we get the best deal here. A better, more playable and graphically superior experience. All that's missing is the smell of blood.

### **PlayStation**

## Die Hard Trilogy





Die Hard Trilogy features possibly the most impressive graphics of any PlayStation title so far. The 3D driving sequence is leagues ahead of even Twisted Metal. Yipee-ki-yay! Or something.







#### 1 Player Action/Shooting/Driving Game Developed by Probe Published by Fox Interactive

Published by Fox Interactive Available May 1996





ricty? Try three totally game styles.





he Die Hard films have turned into a wordsvide film franchise, made Bruce wordsvide film franchise, made Bruce Century City an interesting if not a hip, place to visit in Los Angeles. While film adaptations aren't our favorite type of games here at VG, we thought well give you a peeds at what might turn out to be one of "95's hottnet games, the Fox Interactive release Die Hard Tillegy.

The version we saw was for from complete and the game was it in the shelves until March of the year, but we were so impressed by what we winnessed that we had to be you goy in on the skirny Based on, obviously, the Hand, Die Hand Will's altergoone, Die Hand Will's venebow manages to pack all three films into one cohestive game on one disc. Talk about value?

In the Die Hard segment of the game, you control John McClaine as he makes his way through the Nakitomi Pluza building (Tirvia builfs out there take note: Fox interactive's offices are located in the building featured in the film. No kidding!) The interface in this section of the game can only

be described in a cross between Dom and Lookel You guide, join from slights above and behind him, so you here a pancramic view of his surroundings. As you move through doors, walls don't disappear, they fish. Everything on the descripted you should see the explosions!) Plus, you can jump over cars, roll to avoid enemy shots, shoot machine gots, and show yearself, with shootselfy mind-Showing. The Do-Hold parties of the grant of the grant is gaine sentime to

Your Go parky wall better Blood spatters the walls a year dain through Dista Apport bloom, any propriets a year dains no seem of the property of the property of the property degrees of leaving with which co make your gample. The macros that if a wall gamma to judging from the other of the second you can actually more your line of gight to find him and then bloom the sucker may Excellent.

Driving is the name of the game in Die Hand:With a Vengennee You must drive through New York in various cars and locations looking for hidden bombs, the graphics routines on these stages are spectacular. Cars are thrown into the air as you collide with them, the texture-mapping is New York-accurate, and, well, it just looks and play great.

**Playstation** 

## **Magi<mark>c Carpet</mark>**





3-D graphics are slightly improved on the PC version, and that cuts down on the chunkiness of the enemy characters.











#### 1 Player Action/Adventure Game Developed by Bullfrog Published by Electronic Arts Available Spring 1996









Builling is widely considered to be one of the more innovative and inventive soft-ware houses in the world. Its games, ranging from the thoughtful Populous, to the highly-charged Syndicate, have generated both recitical accidam and great deal of money. One of its biggest over PC alles, Megic Carpiet, is aroung compelation on the Pulystation. This will undertake a truly epic task Sure, there's a country of the pulse of creal adversary titles on the Pulystation, but nothing with the kind of pedigree that Megic Carpie has political to regular shooter, but it takes a great deal of thought and planning to get anywhere.

But they need to think, don't they? PhyStation owners' minds are all filled with explosions and fast curs and stuff like that. What they really need to do is get out their special strategy pants and start exercting the old gray matter. Mogic Corpet has more than its fair share of action, though You control a young man on a quest for love, glory and magic.

not unlike Aladdin. Mind you, Aladdin never got to race around the skies of ancient Persia shooting stuff with big bolts of Plasma.

Now all this shooting is fun, but the land part is dealing whose castles (which you have to build and proteictly and your maps): (which you have to nutrue and expand). The key to the game is mans, a mystical energy which you'll find floating around, or in the remnants of dead fees. The magic can be used to build on your certainty, or to defeat the

numerous evil viilints, including rital wezards and diragens. Bullforg's graphic rechniques are obviously still enmeashed in the PC skyle that the company is accountened to and it seems as though several PhySation abilities have been left unappod in the conversion. Sound and music, however, have been vasty improved, dranks to the PlaySation's superior processing power.

One thing that Mogic Carpet proves though, is that the PC is far from the ultimate games machine. The PhyStation version is faster, smoother and more physible and, it works with the PhyStation mouse. With this, Syndicate and High Octane on its record, Bullfrog could turn out to be one of the leading lights on PhyStation.

**PlayStation** 

# Street Fighter





Not only does the Street Fighter Universe now contain new characters, it also contains a love interest for bad guy M.Bison, whom you may remember had an affair with Cammy!







#### 1/2 Player Fighting Game Developed by Capcom Published by Capcom

Published by Capcom Available Spring 1996





New fighting features include Alpha-counters, juggling and an all-new con system, making this the most sophisticated Street Fighter game yet.





ow, kerblaam, kapowl Ith kick-ass time again. Which is good, because we like fighting games a lot. Now, Street Fighter fighting symbol to be among the base ever. For Street Fighter trivia fans, this game is set before the original Street Fighter game. As a matter of fact, in Japan, the game is called Street Fighter Zero, indicating the timeline

rather more clearly.

The grable steple marks something of a dramatic charge for Capcone. This is very different even from Devicasiver, with some very carnoce-like character and Stockgrounds, even more so than the previous genes. The quality of sinitarities has shot improved. This is a great deal batter-leoking than the previous Capcone fighting games, with smoother movement and more convincing fighting techniques than the previous Capcone fighting sines, with smoother movement and more convincing fighting techniques than

One of the coolest features of the game is that it gives new players a chance to try their hand with the old characters. You could try Birde, the British punk rocker, or Adon, the will Thai kickboxer. Sagat is there too as are Ryu, Ken, Guile and many of your Street Fighter 2 favorites.

One of the more unusual additions to the fighting team is

a guy I like to call, well, Guy Yup, the orange-suited hero from Findi fight finally crosses over into the Street Fighter series of games. Already established as a cool hero in Findi Fight, he has become a firm favorite with Street Fighter Alpha arcade players.

The mechanics of the game are identical in most respects to all the other Serest Fighter games. Ryu has his entire set of old moves, as well as a couple of new ones. The big differences are in the very combos work and a brand new feature called Countering. This allows you to braik combos, or turn an opponent's attack back onto him or her.

Although this affects the long-term strategies a lot, almost any player will be able to pick this up immediately and have at least limited success, and that's just a string in its

In a world packed with 3.0 flighting gennes, it's rices to know that the traditional style of geneplys can still be presented with traditional graphics. Street Fighter Alpha intigong to sell to many Physicasion—that for gennes like Fabban and floalindum—but it will keep a loc of areach fighter fabban and floalindum—but it will keep a loc of areach fighter flow usery happy indeed, And it may see be sing a little best ear to the eye of the arcade historian, planing for this sidy, which groups were, quite farishly, mowhere near it agood as they are



## **INSTEROOK Saturn** arius











long time has passed since we saw a good, honest, wholesome shooter. You know, without the bells and whistles afforded by

3-D technology, and polygons and stuff. Nope, Darius Galden is a refreshing blast from the past, and just in their to catch the mood of spring, by, and just in their to catch the mood of spring, by, the mood of wanton destruction and impossibly powerful weapons. It couldn't be any none consentent if it tried. Dears Gette, as any adjustment as time, come. The terms excell from the left as yee (a your impressed) deal with the mornising and days.

to left as you (in your any spacecraft) deal with the me month bad goys.

If there is anything original about Durlus Golden, then it has to be the bad goys. To say they're fathy would not only be an under-statement, but also a shockingly bad pun. Tup, the Durlus buddies and the durlust. are from some mysterious undersea kingdom in the darkest

Your mission is to shoot them all. Every last one of them, if you don't think you have enough wezpons, then shoot formations of bad guys to reveal more of them. And that's it really.



1 Player Shooter Game Beveloped by Taito Published by Acci

lished by Acclaim Available Spring 1996



### **3DO**

## Cyberdillo



















Player Action Game Developed by Pixel Published by Panasonic Available February 1996

oes the idea of funky disco armadillos oes the idea of unity discoarmanians dancing the night away in boogie shoes, while wandering through nightmarish Day-Glo corridors, shooting wandering cans of nairspray, UFOs, and lava lamps (deep breath...) cound like your cup of tea? Believe it or not, there is a game that mad—with your name on it. Cyberdillo, developed by the funky folk at Pixel

ment is a kooky 3-D adventure through the wastedering in the desert when a Cadillac comes along, hits you, and ruins your day. Instead of leaving you to die, you're brought to a lab and, like Steve Austin, you are built into ething bigger, faster, and stronger. A cyberdillo!

The game's a 3-D adventure game similar to Kiling Time PO'ed, and Wolferstein 3-D. You're armed initially with only a neer oun, but as you make your way through the seven as searching for esoteric items (wigs and belibottoms are just two examples) you can find more powerful guns and eradicate the evil objets d'art which pursue you.

## First Look Ridge

### **PlayStation**

## Ridge Racer Revolution







Ridge Rocer has been described (by me) as the single best racing game of all time. Ridge Rocer
Revolution is a marked improvement. Do the math







### 1 Player Driving Game Developed by Namco Published by Namco Available Spring 1996











idge Rocer is possibly the best driving game ever to appear on a 32-bit console arms over to appear on a 32-bit consider. Some neight argue that Doynou USA is more complex and distalled, but they're mad, more complex and distalled, but they're mad, and more into Chip problem is, if claim being exiculty mades and there wasn't a two-player mode. Multi, in part, both these problems have been selected by the seques, fidige flower and another mode. Multi, in part, both mades problems have been selected by the seques, fidige flower are fitted to the sequence of the sequest of the set of the sequence of the sequest of the sequence of the

Another thing that makes this an altogether more pleasurable experience than Ridge Rocer is the addition of a rearview mirror. One of the things that made Ridge Rocer so

tough was the fact that you never knew when you were about to be overtaken. That problem no longer exists and

about to be over-about insight process and the strategy involved adds to the gameplay variety. Ridge Recer Resolution really comes into its own when you ply it as a two-player game. The PrayStation gives you a variety of options, but a straightforward head to head race is an experience you'll never forget. Because you're using two TV. sets, you never know where your opponent is until he's right behind you this is the feature that made PlayStation Doom a real blast.

better buy. Ridge Rocer freaks will probably want both, and in many respects, this is just an upgrade to the original

Ridge Rocer 2 won't show up on the PlayStation, since this is so similar, but Rove Rocer is Namco's next big project for the PlayStation. (after Tekken2) Let's hope it's as good as this

### First Look Playstation

### NAMCO Museum Piece





The interface is designed, appropriately enough, like a museum. Choose your favorite old-school Namco game and get playing.







### 1-2 Players Old School Game Developed by Namco

Published by Namco Available Spring 1996





Each of the games contained in this collection is identical to the original. Right down to the surround artwork and the hidden Easter cyss.







t can't take you back to Melibu Grand Pots, circa 1990, but Nomco Museum will give all the new-school game pilayers out there a taste of what old school games refer to a "dastied". This is a game that's all about kicking back in a green beanbag chair, drinking jolt cola and listening to the Circle Jerks, while playing some of the most repetitive yet challenging games of all time.

genties or an entities. But playing a short of degrines saist all that Memon Manacini is about. Along with secule ventions of Paliping, Manacini is about. Along with secule ventions of Paliping, the mostern 6 to include place for less refuge the Manacini is an exculpibilities of leserating finishing you can obtain a secule of the Manacini in the Manacini is an all the grainer but you show that the Palipines will be grained by you know that Palipines are shown to be grained as the Manacini is addition, when I was all the Namacini in addition, you can check out the game art, munits, sound efficies, and a vesible of other trivis.

The real treat, however, lies in playing Pac Man at three in the morning, obsessed with seeing the next intermission. To aid you, the Museum lets you control the dipavitches on the areade games, allowing you corru lives, and changing the difficity Also, you can pause the game, a feature that was never in the original acroide versions. If you had to poe when you were on level 20 of Bostonian, you had to totick it out, there's no way that you'd give up your place to the lefte feature, who was warching Also, you don't have to keep going back to the borreader saleng for change because all the credes in Namon' Affaction in or free.

that there's accountly a sense of history given to those given. To enable that Down is just a soughed up version of Pao Men, and the Pao Pao Men, and the Pao Pao Men is accountly health on Doynem, are quite receiving supers of the older-given industry it large it results about the results of the loss and the consequentiations of them have grown since the airty days of the video games industry. It shows that creatively offers his nothing to do with technology more with the making of money makers that takes I for disastree.

Als, but forget about all that incellectual stuff. Namoo Museum is for those of you who want to have some fun. They're coming out with a Volume 2, so let's hope they put Ms. Rec Man on that one, It won't be like playing at Jumbo's Clown Room, but it sure will be fun.

### **PlayStation**

### DAKK Stalkers





Although the Street Fighter format is getting (very) old now, Dorkstolkers has a new look, a new feel and new features. Cool stuff, all of it.









#### 1-2 Player Fighting Game leveloped by Capcom Published by Capcom Available Spring 1996





Darkstalkers is all about character, and what a selection! From Demitri, a Transylvanian Vampire, to Morrigan, a Scottish Succubus.







ave you ever asked yourself if Frankentstein, in a fair right, could beat Drozula' Would a grudge match between the Wolfman and the Mummy satisty your craving for conflict amongst the greats of horror films! Universal Pictures attempted to anwer questions like these in films such as Trenkentein or all Wolfman and Abbot and Control Meet Drozula law you can anwer it yourself at home with Capcons!

The long-awated conversion of Capcons follow compositions of the position of the Neight Wentine is about to be released on the Sony Physication, and what we've seen so far, in the latest vertile no cross our Physical going to make a los of fighting game fans very happy campers. If you've not familiar with the game. Devikative put you in control of one of ten original monster characters. There's

Denitri Maximolli, a deady but sune vampine Rikao, an andrein memano na quest to find robben of his rince. Victor Von Gerdenbaum, the masslew strikkeil mine Lord Reptor, a rock and roll zonthie (fields, new)/Ambairs, that natione Gigntain mammy/jourithan Talbair, a young man-curred with lyneathony (that means the's a wortwood! you durish Bahamon a Simunal glough Pourigan Amaland; the Societal succlasses with, Felicia, the cure woman, and Sanquasta, is hook of Pressing for from Cannaba, th. Dukstanlays is Rikilo with the fills of Rigines gaston texts.

Delivariation is titled with the fluid highing action that have find him to enter to expect from Coptom Nix ordy as the animation and character design top-social, the game control is not excludely find and full information. The control is the control information of the control information of the control system, whatever that inexam There's also a success meter for the success method for success method for the success method for the

First Look PS-X Saturn

## CHILDREN OF THE ATOM





X-Merc Children of The Atom recreates the intense action of the comics' Chris Claremont/John Romita Jr. era. If you're wondering, that was a pretty action-packed era, mate.







### 2 Player Fighting Game

Developed by Capcom
Published by Acclaim
Available Spring 1996





Animation quality ranges from silky-smooth to disappointing, dependi entirely upon the character's actions.





ighting games really need to have some kind of hook if they're going to stand out. Now Capcom, which is very good at mak-In Now Capcom, which is very good at male-ing fighting games, has always come up with some way to make its one-on-one fighters stand out from the crowd. With Street Fighter, it was the overall concept, with Durkstalkers, it was the cool characters, and with XMen, it was a combination of both. Now that the Saturn version of XMen is finally variable, we get the chance to see how well this style of game works on the Saturn. No 3-D, no fancy effects, just sprite-based fighting and thumping action. OK, so your mother won't approve, but Professor

Now, the violence in the game is tempered by the car-toony nature of the graphics, with every single character being very close to his or her comic-book counterpart. All your favorite X-Men, good guys and bad guys alike, are in the

Xavier will.

game. There are a couple of exceptions that fans of the comics and cartoons may find odd, but the fighting crew is well balanced and pretty comprehensive

well bulleted and pretty comprehensive. Each chescent bears more than a pasting resemblence to more that gays from 60 rect (plate). Well by the might sound how to essue of ferminarity is welcome. The control are not the only thing Toursowell from the Stort prefers to present common comprehensive and long-ging tree of present and correct. The sound effects and must not vertailly featured to other actual generated to thus.

are virtually identical to the arcada game and add to the game's atmosphere.

The graphics use a style that falls somewhere between Street Falher Alpha and the X-Man consic books, but Saturn Virtus fighter 2. Don't let the olde-worlde graphics put you off though; this looks like being one of the slickest, most addictive lighting games available and should keep you playing (especially in two-player mode) for months to come. Oh, and word has it that a couple of features are present in the Saturn version that aren't even in the coin-op

# First Look PlayStation Chronicles of the Sword







Each screen is pre-drawn, in the way that only adventure games can get awa with, but the overall effect is very atmospheric.







### 1 Player Adventure Game eveloped by Dimension Creative Design Published by Sony Interactive Available Spring 1996











dventure games have been around since the dawn of time, or the dawn of video games, at least. They always seemed like the perfect vehicle for adventure fans to lore the magical worlds they read about. Infocom (the people who brought you Zork) was among the first companies to fully exploit the adventuring potential of a video game. In Hose days, you got to say things like, "Take Bottle" to which the computer invariably responded, "I do not understand that request" Oh what fun it was. Nowadays though, the adventure game has come on a lot, with 3-D graphics, stereo soundtracks and more depth

takes place in the time of Arthurian legend. You get to play the part of Gawain, the Green Knight Gawain, while King Arthur was fighting for England, tended to get in a lot of trouble on his own. Demons, holy grails, that kind of stuff In the Sony PlayStation game, Gowain has

perhaps bitten off a little more than he can chew. Why? ecause he's got himself tangled up with some dame. Dames Is always trouble, see? Even in Arthurian lone. Morgana, the me in question, is perhaps a little more trouble than m ved to be in league with the devil, she's trying to thwart in's attempts to create peace in the land Why? Who knows? What we do know is that Chronicles

of the Sword is a beautiful point-and-click adventure, kind of like Monkey Island, but with wonderful, 3-D rendered graphics

size holdery statiou, our with wonderful, 3-0 interesting straint.

All this good grays, but gays and incidental gays are ani-mated clearly and smoothly, chanks to the wonderful: advances made is polygon technology, Gaswain expectally looks very nice as he wanders around the screen.

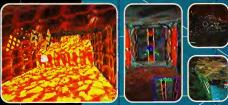
There are over 100 couplify detailed locations, taking, you from the green fields of England, to the maribund dark-

animated as the character sorites and the overall feeling of Music is good, with a nice mix of medieval tunes and

startlingly accurate sound effects. The fact that the adventuring and puzzling is sometimes broken up by action-packed

First Look PC, PSX, Saturn

## Descent 2



Blast your way through level after level of high-octane space action







## 1or more Players 3-D Shooter Game Developed by Interplay Published by Interplay Available March 15









escent for the PC was one of Interplay's ecent for the PC was one of Interplay's more papelled titles. Now you can get for the PC, Saturn and PlayStuden in the not Decent J. For those of you unfamiliar with the Original, Docsont is a true 3-D, multiplayer situation that instead of the product and the play of the play of the state of the play of

again, you've got a whole bunch of high-tech navigation. equipment, from ultra-sonic wave emitters to infrared beams. All lames had was a compass and a duck Descent 2 will feature the same quality gameplay and visual style of its predecessor. The colors are vibrant and the

lively elements add a whole new level to the giming experience, from the flowing lava to running water. What has been added to part two are 30 deeper, more mind-blowing levels of excitement. On top of the new levels, there are 30 new of excitement. On top of the new levels, rich are 30 new monetors, each manuscusters and more deadly than the first, this is exemised. But don't worry, Descort 2 comes equipped with 13 new response of massive, destructive power, to handle these superior bradder. While the release of Doctor 2, will only to four the PC or first, the Sicrors and Rindplaction versions will follow above; the format of Rindplactic power of the Rinds and Rindplaction versions will follow above; the forestitle. To delive our cer's till the listensity has been hard services.

an even easier time with the game. The fact that home coil soles can now outperform even high-and PCs means that porting this kind of game is not only easy, but almost a necessity. So, strap on your special space shoes and get ready an unstable planet.

Saturn

## **Hang On GP**







Hong On's mixture of fast action and strategic racing makes a welcome change from the standard three-laps-and-it's-over stuff.







## 1 Player Motorcycle Racing Game Developed by Sega of Japan Published by Sega Available February 1996





















In a dust, major cycle gams from Or-manian i wap in the Submu, with an the signated features you'd repect from 15: bit varion. The main thing dust been changed from the areads in the type of race you com-plete in the average in of Genetic various based pages in the average of the complete in the young with turns. The 75's varion has you resting young with turns. The 75's varion has you resting courses inspire to Daymon, with a chicke of site tracks you start out with two blace and will be able to select more later.

Hong On GP '95 is a definite improvement over Doytons in the sense that the action flows fluidly and pop up is fairly

minimal. The track scenery is very well done, with more that a passing resemblance to Ridge Rocer. The second set of three tracks are longer versions of the first three and there might be other ways you can race the courses, for instance with mirror or backwards tracks.

with mirror or bactoristis tercisis.

The bile you control is very responsive, with good stiding inschrusics that are easy to learn. Segs has given you the option of using the steering, while controller, which allots some next birds. You can play the gene from three Views which resulted interpress no, held not be bits and a further bolhed the bits event. Endless hours of excitement can be made when committee the steering the frest-person view with the steering. wheel controller and lean your body left and right to simulate the rocking motion of your bike. Keep an eye out and prepare to hang on!

Saturn

## **Johnny Bazookatone**







Johnny challenges the devil to a rock'n' roll







#### 1 Player Platform/Action Game Developed by US Gold

Published by US Gold Available Spring 1996





Johnny Bazookatone proves me fans right: rock is a weapon.







he ruler of the styglan depths is not a happy demon. Librable, the midstyle to the third present of the third was the control of the stygland of the midstyle to the third was the stygland of the third present and the only way he can combat his boredom is through the weating of initiates or da, for his latest is perhaps the most distinct or da, for his latest is perhaps the most distinct or da, for his latest is perhaps the most distinct or da, for his biggest rook star, and his concerts have become completely because the star of the star of

That's the premise behind U.S. Gold's newest adventure for PlayStation, Saturn, and the 3DO. Normally we wouldn't give this much attention to any game in our Press Start section, but Johnny Bazookatone looks poised to be the next Earthworm

Jim, whatever that means.

ptc graphics are beautiful, it sounds great, and is ptcode with the type of humor char makes embittered writers like us chuckle till we can't chuckle no more. Any game that features disco-oftening demons, kung-flu imps, evil cooks from Hell's Kitchen and about a million other pop culture references (ranging from Stor Teck to the classic western Johnny Guitor) makes us go all goory inside.

Bazockaton (of the coolect things about Johns Bazockaton (thou the character lab and the game) is Johnny's ability to slow his fall using his gan. As you planment to what might ordinary he your death, you can blast your machine-gan downward, allowing you to control both your direction and your direct of descent. This adds, a lot more than as Darbertown lim with and makes this more than as Darbertown lim clone. First Look

**PlayStation** 

# **Return Fire**





The 3DO engine is basically intact but slightly smoother and more respo sive. And yes, the music is still bonkers.









1 Player Action/Strategy Game Developed by Disney Interactive Published by Time Warner Interactive Available March 1996





10 mg

program somo sopo

oward the end of 1994, 3DO owners were fortunate enough to benefit from the release of Return Fire, an amazing strategy game which distilled decades of military action games into a manic version of

"Capture The Flag." The garning press went, log-wild over Return Fire's smooth interface, its easy controls and its great replay value. Time Warner Interactive is doing the smart thing this Spring by allowing owners of the Sony PlayScation and the Sega Saturn to join in the millicatific for

The conflicts the place on a series of uniformited alludal in the modified of the course The centry has to fix or assumed to the modified of the course The centry has to fixe or assumed at colors, he simply has a fixery—fixer place possible place and one fixer has provided by the fixer has the construction of the course pour enemy has he trying to get it to it additions to one following, where the think about additions from your burker windows, place to be considered and fixer for the form the construction of the construction of the construction of the great for modified which while has to use a which preturns for example, your text high great for modified and print of the great for modified which while has to use a which preturn for example, your text high great for modified provided and the fixer for fixer for modified provided and the fixer fo

ing down enemy installations, but it's almost useless when you're under air attack. Your Humwee is speedy, but it has almost no armort so you must keep it in reserve until you locate the enemy flag and are ready to transport it back to base and so on and so forth...

base and so on and so forth...
This version of Return fire has many new features which improve on the origins! There's a soom feature which lets you see your vehicles by wasse to island paradase up dose, a full-acroen feature, map-by-map passwords, an improved rands and improved acrolling.

has destination of control in a factor of the most importance of letture from the 500 version has been kept. Brace the make One of the most structure alternative of the Ration Fire in its original incurrantion was the out of great charged themes to accordance the accordance of great through the control of the accordance of the control of staff here. When profer feeding a Proton is provided by you'll be remote to the sound of Hast's Them's principle by you'll be remote to the sound of Hast's Them's principle by you'll be remote to the sound of Hast's Them's principle and principle and the principle of the property of the after of Apostopies. Now by littering to Wagner's "Rule of the

Valkyries"; the list goes on, and all the pieces sound great. Look for Return Fire sometime in late March, and remember: Men make funny noises when you run them over with a tank; so do it often and with relish.

# First Look Nightn

## Genesis

# Nig<mark>ht</mark>mare Circus





The psychedelic graphic look of Nightmare Circus lends a great deal to the atmospherics. It also plays pretty weird too.











#### 1 Player Platform/Adventure Game Developed by Funcom

Published by Sega Available March 1996











An for cry from Sonic to Hodgebog, "Mysturono Circu is Segal, most recent and perhaps most intense I e-bit endeavor, featuring the inclusion of a debug menu, or "tweaker", that allows you to modify most of revealed," that allows you to modify most of the variables found in the genre, for cair access adjust almost all of the physical satesbates in the second of the

You play Reven, a young Indian Sharran Warrior, who's looking to smite The Jesser with some vergeance. A paramonal circus in the middle of the desert provides the backdrop for Nightmare Circus. The original circus burned down at the lands of the will Leto Dabblo, or the Jester Dabblo owned and operated the dress When it to longer generated profit on in fact became it founds inductive the evident one or the insurrous formal-cubic one policies on all of the performent, but it don't by a found of the performent of the inductive induct

Subsection is more for these is counts.

Subsection in the special point for more point during the count of the special point for more point during the state in the count of the special point of the

# **PC** ZONE

#### PREVIEWS

#### And Hever the Twain Shall Meet





t last! A game with a sense of humor about the tensions between the senses. Well, I say "tensions", but the name of this game is Gondor Wors, so maybe things are a little more serious than I thought. In an irresistible scenario, it seems that the sexes are so alternated that a.



the soon as to a distincted that is, and is a simple of the sound that is not communicated between them has two communicated produced between them has two communicated produced between with military resources (military by that the still) because if node of them special count at soon, theretaes of this beight of their this is man of affairs and a soon, theretaes of this beight of their this is man of affairs of the sound that the same of their this is made to a subset of missions in order eventually to capture the childred of the opposing see (6), which is the subset of their sound that the subset of their sound that the subset of the subset of their sound that the subset of their sound that the subset of their sound that their sound that their sound that the subset of their sound that their sound that their sound that the subset of their sound that their sound that the subset of their sound that their sound that their sound that their sound that the subset of the subset of their sound that the subset of the

"Shaddap, ya stupid cow!" OK, children, settle down now. For more information, call SCI at (319) 577-1518

## Slave to the Pyramid

experienced the helish depths of addiction to a particularly entrancing computer game will want to hear a little more about



increasing, now bytest for this and PC. I myself was cross a helptest above to the increasing of all deplanes one of last parts from a discounties, so I was more than insight for this new entry so the control of the parts of the parts of the parts of the parts of the control of the parts of the parts of the parts of the parts of the North Econol of parts of the other than the parts of the parts of harder than the parts of the parts of the Service So propers to be east time as whether the parts of the Service So propers to be east time as whether parts of the Service So propers to be east time as whether part of addition that is a buf a suropation due to metallication program—over if it does then a cuscommission controlled consideration.

Icebreaker, from Magnet Interactive and 20th Century Fox, retails for \$39.95.

#### Let's Butt Heads

th Multiplayer action currently the hottest buzzword in computer gameplay, and with every office network in the nation pulsating to the illicit sound of games like Down, it's time to piny the poor home games, truck in his life.



the suburban house, knowing that he's kicked the computer's Al ass a thousand times and charging at the bit for the chance to take a poke at a more childringing opponent—and preferably a living, breathing one.

Wolf, for the PC pursue at lease, the west is over form Groth Hold 2 field gain to follow at that is PC pure recedus to like the PC field of the PC pure recedus to like the possibility assembly plan right entry report from a specific possibility of the PC pure recedus to like the PC pure field of the P

For more information, contact FormGen at: (602) 443-4109

#### **Nothing Succeeds like**

XS

esh, I know. You hate me for that headline. Sue me, XS is a now Arcade action game from SCI that should knep us letted fighting fan felding our mascles and istuing lood, bestall were cries. With 60 opponents to square off against, each with their own fighting style and A1, and 20 lethal arems in which to pound seven shocks of sharehot our of them; you'll have to this fest and fifthe.



hard to stay in the running. The areas range from industrial plants and carps spacefully to sold egopatic cases and carps spacefully to sold egopatic cases and carps. The sold egopatic cases and carps. The sold egopatic cases are sold egopatic cases and carps of the sold egopatic cases are sold egopatic cases. The sold egopatic cases are sold egopatic cases and egopatic cases are sold egopatic cases. The sold egopatic cases are sold egopatic cases are sold egopatic cases and egopatic cases are sold egopat

For more information, call SCI at (310) 577-1518

RPG of Magic



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The object is surely person would, and trapped coin label Viells in labe in a good only right to a mention a good only person and the person of the label person and the label person of the label person and the label person of the description is an good to be the coin of the description in the good to the description of the description is a good to the description of the description is a good to the description of the descriptio

and we're always ready for that!

For more information, call Time Warner Interactive at (818) 295-6600

#### PERIPHERALS...

t's been a long time coming but it seems that the age of affordable home-virtual reality garing my auddenly be upon us. At lesst, that's the dawn borg made by Virtual I-O3 and, aiking and account a very flexi-ble definition of that on's abused adjective "affordable", that claim



may have some merit. The de-based company has just sed its Victual i-Glasses.an ght-ounce virtual reality head-t for the PC that provides set for the PC that provides head-tracking full-color, three-dimensional video and compute generated images. The Virtual iglasses can project an image comparable to an 90-inch moni for viewed at a distance of III feet. The see-through optics of the headset don't require any tiresome, frustrating adjustments.

oresome, frustrating adjustments, and the head-tracking technology enables the user to view full 360-dayree environments. They're also supported by Windows 95 Virtual i-O is currently working th leading software developers—like LucasArts, id Software

Productions and be a wide range of 3-D, immer sive games avail

able that are able that are compatible with the X-Ray-Spex. Oh yeah, about that "Hordable" debate: The PC version retails for \$799, and a video-only unit for TV and video will leave you a mere \$599 lighter You decide.

For more information, contact Virtual i-O at (206) 362-

he hunt for a decent joystick for your PC joystick for yee gaming purposes can be a frustrating one when your needs and demands are over-met. Some of them are so-nolizated. ust way too complicate The Advanced Gravis Phoenix and Suncom's intin igly named from Eagle

each had so many features

that it almost felt like you needed a minimum of ten



nce with IASA just to look at them. And they had so many but-

eded to be

arount vacance. Parker or an occopius to get the most out of them. Let's return to Earth now however, with three simple(bit) flight-sim-frendly joysticks from the good false at CH Products, such offers the gameir resister, reliability and a righteous (but not too righteous) bundle o' functions.

In ascending order of complexity and sophistication then, we have the F-16 Flightstick, a meat 'n' potatoes joystick for begin-ners, featuring three fire buttors, a trigger, rotary throttle and ness, resturing three line buttons, a trigger, rotary throttle and urbin controls. Its bigger brother, the Combusstick, offers two four-way, five push buttons and a trigger, plus trin controls and a rotary throttle. At the top of the line (drumroll, please...) is the programmable fighterstick. This buby has no fewer than four formway workers three rule buttons and section. Media. four-way switches, three push buttons and a trigger. With the look and feel of a real F-16, the stand-alone stick also provides 16 programmable functions and four game port buttons, plus all those same trim controls and rotary throttle. In addition, CH those same trim control and rotary product. In assessor, U-I Product's forthcoming Pro Throttle, when used in conjunction with the Combatatick, will activate. I 4 button functions and, in conjunction with the Fighterstick, will make available a total of 40 programmable functions (that's 20 on the Throttle, 20 on the

On second thoughts, better not lose that octopus just yet.

For more information, call CH Products at (619) 598-2518



riquely sick and demenced contri erminal Culture, Way to go, H.R.I.

his set and crea ture design in the original Alon

and who also

evised the bio ster in last year's Species, has now come to freak out your dest top in a new screensaiver for the PC. Developed by Giger limit in concert with Cyberdreams Inc., the screensaver will feature SYGA graphics, animation sequences, earle music and sound offeres the second effects, plus a short story from renowned master of sci-fi, Harlan Blison, Giger gets the official ViceoGonés seal of approval for bis ely sick and demented contribution to late 20th-century

For more information, contact Cyberdreams at (818) 223-9990.

7410

## REVIEW - -



he Lucas/Spielberg generation (i.e., everyone on the planet under the age of 30) is gonna be stoked with this latest piece of work from LucasArts, the same people who, in the last year alone, have given us Dark Forces, Full Throttle

The Dig-"based on a concept by Steven Spielberg", as the hype puts it—puts you in the not inconsiderable moonboots of NASA veteran Boston Low (a breathtakingly stupid name) who must land a team of geologists on a rogue asteroid that's been nuked to a standstill in space, thereby halting its passage towards Earth. Our boy Boston, in the company of geologist Ludger Brink (boy, these guys could kick ass at the Stupid-Name Olympics)





Asteroid and the three of them are cast into an adventure that takes them (and you) to the nethermost outskirts of the universe, to a hostile and desolate planet



Your task is to make sure that you and your companions can somehor get home safely. To do that, you're going to have to solve dozens upon ins of puzzles and visit in excess of 200 locations and try to uncover the fate of the planet's previous occupants a highly advanced civiliza

tion that's simply disappeared.

The interface is simplicity itself just point-and-click to talk gather and just progress—and that's all there is to it. The graphics are stunning. With Industrial Light and Magic special effects and some impeccable light-sourcing, we're talking top-of-the-line stuff here. The character animation is excellent, with smooth movement and accomplished voice-acting. Plus the orchestrated score is what you'd expect from the folks who hired John Williams to do Star Wars-filled with atmosphere, but not cnough to capsize the project If there's a problem here, it's that The Die



is too short. You'll probably be able to knock it off in a weekend

or so. But, as with life itself it's good while it

#### TOP TEN LISTS 9. Need For Speed by Electronic

L. Microsoft Flight Simulator by

Microsoft

2. Myst by Broderbund 3. Command & Conquer by Virgin

4. Phantasmagoria by Sierra On-Line

5. Ultimate Doom: Thy Flesh Consumed by GT Interactive 6, Mortal Kombat III by GT

Interactive 7. Doom II by GT Interactive 8. NHL Hockey by Electronic Arts

Arte

10. Mechwarrior II by Activision

III. NASCAR Rocing by Papyrus 12. Dark Forces by LucasArts

13. Crusader: No Remorse by Origin

14. Caesar II by Sierra On-Line

15. Pinball by Sierra On-Line 16. Hardball 5 by Accolade

17. Ascendancy by Logic Factory 18. Fury 3 by Microsoft

19. Star Trek: Next Generation: A Final Unity by Spectrum

Holobyte

20. Sim City 2000 Collection by Mayie

I. Doom II by GT Interactive 2. Myst by Broderbund

3. Dork Forces by LucasArts 4. Stor Wars Rebel Assault by

LucasArts

5. Sim City 2000 by Maxis 6. Links Pro by Access

8. Top Ten Pack by Electronic Arre

9. Sim City 2000 Collection by Maxis 10. Moster Juggler by Alsoft

(Top Ten Lists courtesy of PC Data)

elcome to the wacky orld of game reviews. Since Video Games is the dest, wisest games magazine in the usiness, it's pretty much a certainty that our game reviews are the coolest. Why? Because we have no lives. No girlfriends, no hobbies, no distractions. Just games. Which is sad for us, but good for you. Now you can head to your local games emporium and say loudly, "Sir, I demand a new video game as recommended by

Video Games Magazine!"

#### THIS ISSUE:

Yikes! Yoinks! The games are getting better and better. I remember in my day (back when it was all just fields) when games looked bad and made noises like ping and boink, and we were grateful even for that. Nowadays, games sound like movies (Skeleton Warriors, for example) and look like real 3D worlds (A Train being a fine example). Plenty of PlayStation, ample Saturn and all the purchase info you could ever want. Go read.



We can't wait for the day when a game comes into the office that actually merits the dreaded "one" it'll be bad. A festering boil on the outtocks of saming.



A "ten" would be nice too. That way we could all laugh and cry and bond. A game that will bring the world together in peace and harmony. And love as well.





**BUST A MOVE** 

is now available for those who own Game Gear Although not an exact translation, like the 3DO and versions, it maintains the high phyability level that nade this game such a hit. The limitations of the Game Gear hinder this title not a bit, unlike others for the system. Graphics and sound, while not so great, are GAME GEAR purely utilitarian (although better music would certainly increase one's level of enjoyment).

Bust-A-Move is definitely a game that you'll want if you own this portable. As enjoyable as any other puzzle game, Bust-A-Move has the kind of replay value that made Tetr's the classic that it is.

er-popular Bust-A-Move

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MOREY PACK ON UNISSO PORTONS OF SUSSOIPT UNS IF NOT SATURED? Fromprised SToper year
VICHI PACK DESIR WILL ARREVE NO TO TWEETER Where expected, some test in included in contract price.

YOUR PROF DOLL WE, ARRIVE IN CITO EMPTICE When appealable, assessed to be included in control
OPEN EXPRESS ALV 20, 1996.



this game yet?

## PRIMAL RAGE

I we can writing an entry time, they presented address that pack as for all you when the time of all fill be to entry along the Tall facility for for the most pirt. Rey on the Yall pool resemble the mode accusion pirt, the griphic of they fall buy of it has a control polytical action. The fall fill begin mostly from assing time which showing in this most proceeded when they have been present the process of the whole when they are the process of the showing in the most process of all when the second process processing, were to among when of it who are imposent. There's actually lead time between the filled blow to an ampoint. There's actually lead time between the filled blow to an appoint and the cooleder bear Vitt but not really excessive forcesses opposed and the cooleder bear Vitt but not really excessive forcesses.

the introl load time a job before interrupting gampley for an effect that can be described as unnecessary at best.

Two new fentures of interest are Tug of War mode and Endurance mode. In ToW, eyery list, decreases your opponent's energy, while

mode in ToW, every hit decreases your opportunit's energy, while replanning your. You must string sogether may more blows that your opportunit to with the contest. Endurance mode allows you to choose several combinants to birthe with—perty standard stuff. This, along with the problems that firsted the com-op version or and the problems of the problems.



been succeeded by MK3, another woefully flawed fighter.
Granted, MKII is a better game than MK3 (which isn't even
available for the Saturn), but come on, haven't you outgrown

#### **ADVERTISER INDEX**

AUVERIISER INDEA				
ADVERTISER	RSC#	PAGE#		
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Sony Interacitve	102	17		
Sony Interactive				
T•HQ, Inc				



#### WARRIORS OF FATE

Yes, Outdated? Maybe---but they're always enjoyable Capcom's Worriors Of Fat., has made the jump from the arcade to

the PiorStation and doesn't miss a beat. The gamepty is simple enough Walk along and best people us, a la Double Dragon Choose from one of five warriors, each equipped with their own weapon, whether it be a sword.

bow or fists. The story isn't all that important and neither is tact, lust charge into battle and start whippin' butt. The graphics are bright and cheery, but the lack of ansmation frames makes the player movement a little choppy. To keep things interesting you can pick up extra weapons speed and power. That, along with a plethora of big bosses and multiple endines (which arrive too soon), makes Marnors Of Fate great fun to play. A version is also going to



#### SAMURAI SHODOWN 3



SAMAIN JOCOSHN is one of the bast reasons for owning scients a No. Good or a No. Goo COLA is natter of fact fit is party goodly cason for going to an arcade as well. he sequal met with similar critical accident, evaluating both he graphics and the gampajor of the first Samural Accident facts.

Fine of the series will be excatair to learn that those fair yes at SNK laws finally released the third game in the series. Samural Brodown 3 takes the origi-cal concept and continents in with features from origine.

nes These include teams, combos and all new rs. The graphic and fighting style has changed ally and purists may well be disappointed, owever, the new (improved?) gameplay feature a level of depth that hasn't been present before and

NEO-GEO CD



## **GAME OF THE MONTH!**

ver been a big fan of space creatures. In sure that there are generous warn earted space critters out there, but I

e space aliens I get to see tend to be vora-ous, vicious, vindictive villains, with big nasty-eth, claws and slime. I think you know what nd of aliens I mean. And perhaps the most pically nasty type of alien is the kind found in ie movie Alien, Tup, now you get the chance to Il a bunch of 'em. Alto Ringh above the one of the coming Probe secretal

Avenuinger has been a long time coming Frobe started developing this game a couple of years ago for Acctains, before PlayScation and Saturn technology was widely avail-able. The new 3-D sechnology means that Afen Tribay in some respects went back to the darwing board. This fruits of this labor are now evident, though and frankly, it's been worth the

vs the plot of all three movies with varying e poor of all three movies with varying st of the game (at least in terms of slike Aleas, the second movie, own-like action of course. That's a fair nder around the claustrophobic wing puzzles and generally being as

recent a possible. The puzzles are in configuration with the puzzles are in configuration of the puzzles are in the finding this configuration of the puzzles are in the finding this configuration of invitation for agent a done. The simplicity of the purple contained with managing recent amount should will also a simple of the puzzles are into the puzzles on releases. If you want a game that's going to last for more than a couple of weeks, and you all ready own Doem, then this is a

pretty obvious choice. If you're scared of the dark, or have a weak bladder, then avoid at all costs.











#### REVIEWS





















A monthly guide to the world of RPGs. This month we take a look at some 32-bit prospects and a 64-bit hopeful.

by Wataru Maruyama

## SUPER ZELDA

Zeide is not yet in a playable form, but what's there is Locally unbellevable. Nintendo has stated that the scenes you see here are how the battles will look. The camera won't be free-floating, but you should be able to view the action from any angle, as in Mario 64.

Aside from Sipter Meno Kart, this is my most heavily anticipated game on the Ultra. I've followed the Zeldo series from its earliest appearance on the Game & Watch through the NES and later on the SNES. Ply favorite is the second game on the NES, because is had more interaction with other characters. It want the traditional top-down view, but is broke new ground in Action/RPC design.

This footage would indicate that Link has a wide range of fighting moves and techniques that number more than some entire 3-D fighting games! The potential of this game is tremendous and has me counting the days to a dream Christmas in '96.

Developer: Nintendo of Japan Available: Christmas '96 System: Ultra 64





## FEDA REMIX

ou might recall a while back, when SNES owners wished for a game like Shiring Force (Genesis) and instead got a game called Fedo.



## DEUIL SUMMONER



## RPG NEWS

#### The Nintendo Ultra 64...the ultimate RPG machine?

there seeing the Zddd demo on the Natendo 64 and the Phot Fording mode-up. Lon a salely say that the Phot Fording mode-up. Lon a salely say that the Ultra will be a powerhouse in the RPG department. Simply miking a new Zddd and Find Fording yill guarantee a devoted suldnere, shanks to the quality of previous installments. The graphics wouldn't have to be incredible, due to the strong dramasa toxof (Find Fording) and ingenous putzile design (Zddd) which would be accompared by great music.

The fact that the games can look this good is outrageous. There may have been concerns about the storage capacities of cartridges, but look how long and complex Zelda and the final Fantasy series on the SNES are Nintendo's one company that won't ignore the RPG mariset in America, as ewdenced in their SNES line up. Of course, Sega has a strong library of RPGs available in lanar that have been virtually ignored, with the exception

Japan that have been virtually ignored, with the exception of Virtual Hydlide and Mystone.

The Ultra will be released in April in Japan and an

undetermined date here in the States. Zelda is set for Christmas '96 and final Fantasy will arrive sometime soon after launch (which I kind of doubt, but I have my fingers crossed anyway).

## - REVIEWS



3-D action RPG | Player Publisher: SSI Developer: Lion Ent.

## Death Keep

ooth Keep is a 3-D RFG set up in the same style as the earlier Slyger but die, but vastly improved. The 3-D movement is very smooth and the dungeou graphics are very well done. For sull till set an sidewrift, einstilled strike attack, but the addition of shooting and throwing weapons in the later levels adds a key technique.

I didn't think too much of Slope, but the way it put you in the game had potential. Now, with Death Kep, they've got it right. Nothing's scarter than wandering through a overpy dungeon with hideous monsters reaining about. The music complements the action and ranges from a blend of medieval toos to dungeon moans.

The controls can be touchy at times and the game is far from perfect but





Weepen does not affect see Profit

# VIDEO GAMING MAGAZINE

Nintendo gets ready to launch the

#### ULTRA 64

Finally reaching its true potential, the

### SEGA SATURNI

Big, had and selling in droves...

## SONY PLAYSTATION!

What does the future hold for the

## -ATARI JAGUARE-

All this in our packed, stacked April issue the redling

On Sale: March 19 1996



## BOX SCORE ve reported about several different that will put a smile even on Mil

baseball games in the works for the 32bit systems, but to date, I've only seen two: World Sories Bosebal and Triple Play '96. So which of them is worth buying! Actually, If you own the Saturin, you already should have WSB, It's a great game

and the only one of its kind for the system. Bout if you're like me, then you've become a little disendanted with it. If you'll notice, the rating I gave Wild in his month's Box. Score a lower than the one that I gave it when I initially reviewed the game. The simple fact is that the first which make this game annoying are well digued. So, for those of you who haven't bought the game, here's a comparison with the new Tigle floy. The biggest difference you'll flow

The begrest difference you'll find between the two is that W/98 in more of an arcade game than a sin. It's much easier to this and the play and "very accurate. Only in the world of M/38 can you be thrown out in the world of M/38 can you be thrown out moring to first on a ball hit into the out-field Only in W/58 will you see balls hit to the will that are only singles. Only in W/58 will probers like Pfsddisc and Clemens run out of gas after foor innings. W/58 is so full of holes that you'll think you're looling at a wife ball.

Most of these problems can be attributed to the fact that the playability was not tweaked before release in the US, Japanese baseball tends to be a little different in phillosophy and style from its American coun-

losophy and style terpart; pitchers are commonly replaced more frequently over there, for one. Whatever the reason, it makes for an exasperating

experience.

Triple Play
is another
story, though
This is a
great game

that will put a smile even on Missy's facand he hates everyhring Every little ruance of our Great American Pastime is simulated, from proper balancing in the mechanic of gamephy, to state and real ball parks. What you get is the type of realism found in WS8's predessor, WS8 '95' for the Genesis. Stats is another area where you get

ripped off in WSB. Only a few categories are kept track of, and, to make things worse, they're set up in a way which makes it difficult to compare (which is really the only reason you want stats to beigh with). Also, The team's satis aren't kept, so you can't make broader comparisons on how you are doing. What WSB should have done was to maintain the high level of statistics that were found in the Genesis version. Timble Por hat the statistics that were found in the Genesis version.

Triple Play has the starts that WSB doesn't. Once again, I have to say that Triple Play resembles WSB '95 more than WSB itself does, remembering that baseball's a game that's just as much abour its stats as it is about the play itself.

The graphics and sound of WSB are much better than Tighle Rays. The commentators in WSB will blow you away, even though there are occasional mistrales in calls and player name pronunciation. Also better in WSB is ease of play. WSB is a monother game, with less to worry about in the way of necessary buttons. The play here is drad less time is specific worrying.

what you're actually playing.

The last area is multiplayer capability.

WSB really takes a hirt here: all it has is a

one- or two-player option. Triple Play, how-

ever, will allow more players to participate. You can play so that the first person to hit the "player switch" button gets to control the fielder, or you can designate which players will control what positions on the field (this as much better way). The results of this land of multiplayer action! Tons and tons of enternament value that just isn't available for WSB.

In the end, both of these baseball sims

get "B"s, but for different reasons. WSB is a more enjoyable, better-looking arcade baseball game, about which fans of simulators will find much more to cheer about in Triple Play. I guess you win either way.

\_\_\_\_\_

## EA X-MEN

hose boys at £ are slavery in pto something in a clever promotor between the first pran with Cospotal they stoked the first of the Challank Fran winty! by holding an X-Band football Competition between players from both or generations. The game was played by 4Pers Denrick. Dees and Nate Singleton, and Cowbeys Robert Jones and Later Singleton, and Cowbeys to the central of the game, such dust it. The Cowbeys on the field to dail to on the game control. The first footward X-D in front of Sin Fran. Cheer up Dallas, you've still got Dollor.





#### SAD NEWS ON THE HOME FRONT

a clean take a perion to put two and processing the reliable of the Chap-Sports, Medden and Incolory stifts no clouds had a little integrate evan led to do not not be compared to do not not be compared to the compared to the compared to the compared to the compared to make the compared to the the compared to the the compared to the the compared to the compared to the compared to the compared

"As we conducted the final product reviews of 32-bit hockey and Modden PlayStation titles, we determined that although the products looked spectacular. the sameplay needed additional refining in order to meet the level of quality expected from EA Sports titles. Rather than ship products that we didn't believe represented the bigh standard that consumers have come to expect from EA, we have decided to delay the release of our 32-bit backey and Maddeo products until the fall, when we can assure customers that the rames not only look good, but will provide high-quality play for the life of the product. We know this will be a great disappointment to many who were eagerly awayting them, however, EA Sports' commitment to quality was a critical factor in achieving our #1 market position in the sports category and we are not willing to jeopardize that standing by shipping products that fall below our standards for outstanding gameplay."

You may be bummed out, but you have to aplaule A for knowing when to regroup, Foot-Off and Gome Day will keep you planny occupied until the next foot bull and hockey easons lock off it's nice to know that EA Sports still holds quality above cashing in quickly just kink, with six extra months to tweak these games, thelyre really signite to lock but.

#### **DITKA WATCH**



#### **ART HISTORY**

with the Sensitive Sports Guy

Tackwills and fin a sports fin but Tackwills and fin a sports fin but the with a sensitive side. These rice species at Veocotives magazine were fixed enough to hire me so that I could put my art herory degree from at their load for the species of the species of realize that there is much more to sports has every men and women. The sports culture dates back more than a millionitian was present and women the sport culture dates beck more than a millionitian was present the species of pagerance, alwaying pin every-large from pagerance, alwaying pin every-large from pagerance, alwaying pin every-large from the species of species and the species of pagerance, alwaying pin every-large from the species of the species of pagerance, alwaying pin every-large from the species of pagerance, alwaying pin every-large from the species of pagerance, alwaying pin every-large from the species of pagerance pag

Uncarrhed in Hamurabi's tomb in the early 19th century was this wall painting of Mike Dida. Dida, who can be found embedded in the culture of almost every covization from the beginning of time, has been the focal point of both anthropological and archeological groups form Born. London, Verice and Chicago, While still unsure of of the exact meaning of the find, both the Born research team and the Chicago group hypochesize that it is part of some ancient "code". Using information already known about the people of Babylon, it is clear that Drida was seen as some sort of power figure.

As you can see, there is a wealth of historical and cultural enlightenment just suring to be discovered in the area of sport. Please journey with me as I reveal the fascinating world of art history sports Next month we will jump ahead in time and discuss one of Michidangelo's lesser known piece, entitled "And Bill Spoke".

# PLEASE READ THIS DISCLAIMER!

in the last issue, the guys here at VIDEOGAMES thought it would be funny to change what I'd written a little, in order



"SUDS"

to make me out to be...—uh, how can I put this...?—"different" from what I actually am, you know.. "special" My preview of Toukon Retsuden Wrestline reads: "As if

In response to my last feature on "Old-School" wrestling, this Jipaniese import rides in on a white horse and carries me off to a laind full of chill dogs, hot women and study." That last word should say "suds", not "studs". At no point in my life have I ever yearned to be in a place opoulated with said "studs".

I'd also like to draw attention to an orror of syntax in my preview of Green Day, it should read, "...line-men outling off cornerbacks and linebackers...", and not "...linemen and corners outling off linebackers". Corners are also defensive players and don't speed their time.

obstructing linebacker movement. Just wanted to point this out before anyone mentioned it. I'd hate for Master Ditka to get wind of such metallass.





"STUDS"

You guys have been sending me letters with your ideas for new sports games. Most of them have sucked, but

treem have success, but some ware genuinely good. A little word of advice to the masses: Don't even bother pecking up the pen and expending any energy if you're going to send me games that provide killing people. Mit characters or neigns. Those are the stupidest concepts since the child-proof cap. I want dever sporting ideas, not your latest fighting wet dreams. Save all that stupid stuff for Gabel's

fruity section.

Here are some of the ideas you came up with:

Dustin Hielsume (its this your last name, what are you, a Villing's wants someone to-come out with a hunting game. Apparently PG is something our friend Dustin lian't big on. Now, I'm not sure you can call hunter a poper. I mean, serously, what kind of competition is it to shoot a deer! Give him a gun too, and maybe you've got yourself a sport. Or maybe make the observe stalls his tore with a further.

or use his bare hands.

Josh Saban, who describes himself as a
"very happy subscriber" thinks there's a
market out them for a Monster Truck

game. The lod's from Maine though, where all there is to do is fish for lobster and hit

the LL. Bean outlet store.

D.J. Jones seems to be bubbling over with good ideas. He thinks there should be water polo, field hockey and wally-ball games. I'm not so sure he's wrong, either.

The former two sports are pretty big and require a lot of skill, while the latter is just great fun to play.

Air hockey is Justin Leepen's bright idea. It's a good one, but it has already

been done. It's called Shufflepuck and is available on the Mac. Here's one reader who places a lot of faith in the folks at EA Sports, James McArdie of NY thinks they should make a surfling game. Get all of the pros in there and have their trivel for all of the world's.

hottest surf spots. Now that's a good idea, even if it has already been done. A couple of readers hit on an idea that I was thinking about Roller derby. Now that's a cool game. But take it one step further: How about a game based on Rolleyboll? This brings me to what games Id

GAMES WE'D LIKE TO SEE "really like to see: garner based on popular movies the world find would be the world find would be seen to be a seen garner to be a seen garne

Rollerball be to play? What a great movie! You've got james Caan, iron balls topping speeds of 100 mph and no penalties in the play-offs. One of the great action movies, Raferball

would make a superbigame.

Another sweet game would be one based on the culti-hit, Death Race 2000, Sony's Twisted Metal is almost there, but the sporting element is gone. Points for hitting people, that's the name of the game. Nail that nun and its 250 tig ones. This

the sporting element is gone, Points for htting people, that's the name of the game. Nail that run and it 250 big ones. This game mixes some of the best elements from car racing to blood to depravity. This is a game if d like to see. I finish this month's section off with

what I think would be the best hockey game ever 50% to Fickely with the Horsen Rodder. What a perfect time to reduce a game life this. The Hirrsens have is new line of Baid fac commercials, and hockey season is reading it a spex with the upcoming playoffs. The is a game that would completely diverged of 4-times hockey and would focus on gooring Every player on the let a complete cementhead and you get to take control. Now that is a world in down mooner for that is a world.

#### SCOUTING REPORT

#### SCAM 'N JAM

eave it to Acclaim to to find a way to squeeze a few more dollars out of a concept. If you're one of those drones who still think NBA fom's a cool game, than you'll be happy to know that Catege forn, a new hoop game from Acclaim, will allow you to exploit your frevorte college players in that oh-so-

familiar areas of 2-on-2 super-action. Looking like nonthing more than a complete copy of NBA Jom with different player names, Calley Jom will undoubtedly be a lint, despite my pleas to stop the instanty. Expect this site to start springing up on systems other than the PlaySaston and probably thereafter mustae into its own tourney edition and to on, and so on and so yea.







#### KONAMI SPORTS BASEBALL

I you've been reading Sports/Wer regularly, then you'll know that Konami Sports is for real. Weh the release of its first two sports games, NBA In the Zees and Goal Stom (sat Iwre this! Insent yet seen Fall Costoci), they managed to go from complete obscurry to dominance in the 32-bit sports market (hinds like the Plage did in the NBA, except that Konami's emergence is a wedgence change.

Well, it's nearing Spring Training and you know had you know had not seen and you know had not seen as the seen as

announcers livening up the game.

I haven't seen any gameplay yet,
but cheek out the features this game
will have all 700 MLB players; 3-D,
insuitive batting—with more variables
you can now control whether or not
you bit a fly or a grounder—insultiple
playing modest training mode texture—







mapped players. All it needs now are some seriously extensive stats and we'll have a ticket to Paradise, where Ripkin's an immortal and players frown on arbitration.

#### SLAM 'N JAM '96

rystal Dynamics is on the right track with its 3D Boseboll '95 and Slam 'N Jom for the PlayStation and





Saturn, Looking a lot prettier than its 3DO counterpart, Sizm 71 Jam will feature both Magic Johnson and Kareem That's right, Celtic killers Jabbar and Johnson will be featured, signature moves and all, with their own All-Stat reams.

I haven't played the game yet, but I'm excited. Take all that good stuff from the 3DO version, add the power of the ... PlayStation and Saturn and you've got soin



major action. Huge players, 3-D courts and tons of color commentary highlight this title. On top of that, throw in the ability to play with four people, plus the talents of Karpem and Maric, and votal

Slom 'N Jom will be available for both Saturn and PlayStation first quarter '96,



## REVIEWS

# SHOWTIME, HOORAY FOR EASTYLE TRIPLE PLAY

ou can begin to drool now. EA Sports' N&A Live '96 is headed our way for the PlayStation, so lace up those speaks and hit the court. While the NBA Live series no longer owns the top spot in hoop action (Konami's NBA in the Zone definitely earns those honors), they're still the best basketball sims out there, and for some of us, that's the most important thing The structure of the game hasn't changed any for the 32-bit system, but it sure looks a lot better. We're talkin' the most amazing graphics and sound that EA has been able to fit into a sports title, Also, using the Virtual Stadium technology, the sameplay will up itself a couple of notches, adding more camera. angles and that certain something that we players can't put a finger on, but which is definitely there (is that too technical for you?). This is a must-have

'm not going to lie: I never liked Thole Play '95 for the Genesis, I just didn't think it was as good as WSB. and for that I scalded FA All is formy en, though, because Trible Play for the PlayStation is wacky, multi-player fun that will keep you entertained until the cows come home. The 3DO version (which never you released over here) could support tons of people. We had eight guys, each controlling certain fielders, hooked-up and playing. Now obviously the PlayStation won't be able to support as many people due to controller restrictions, but you'll still be able to engage in some serious multiplayer action.

Triple Ploy '96 is a wonderful baseball sim that should restore apathetic fans' love for The Game.







## REVIEWS

## PBA BOWLING

don't usually pay any attention to computer games, but since so many readers have written in a saling about a bowling game, here's one, P&A Bowling is for the PC and works with Windows '9S, Graphically, the game looks pretty cool and the audio is excellent; the sound of the ball rolling

and hitting pins is amazing.

All the features you'd expect are in there: singles, teams, tournament/league-mode and the ability to customize your player. The game's main setbecks are in the

arimation vienely and physics. On the arimation side, there's only one for each of the situations, whether it be a strike, gutterfull or the like. One arim-pumping arimation mikes a game—not Bowling ball and pin physics is one area that really needs some attention to detail, much like the ball physics in priball. The pin cattering in PSA blowing looks way too predetermined, and needs to be based more on the effects of wood on wood and

ball on wood.

If these two areas got some work, this







#### V R SOCCER Worth the wait.

or about six months now. I've been clearly you about this development team, WR Sporss. I showed you screenfabot, told you about my trip down to see them, and even gave you my middl impressions of the games they were developing. The only true if he was not see the seed of the seed o

Last issue I compared FIFA to Goal Storm and revealed that, in fact, FIFA had now been one-upped. Not to keep going after EA, but comparison time is here again, and they're the guys you have to

best in order to make it.

Like I said last bus when comparing
God Stom and FFA, sim-nuts will likely still
pick FFA over VR Socce. It plays more realistically and has more "stuff" packed in But
we also all know that soccer is a boring
sport with a small American audience.
Realism may not be the best way to

endeer our consumers toward this game. We Scote, Nie God Stom, is mech more fun to play. The action is fast-preed player response is excellent, and the graphics are compared to the best going with amooth, real-size character animation and sharp details. What you get is a more eye-pleasing. What you get is a more eye-pleasing stocer game with that arrache playability that will attract all types of competitive game players.

game players.

Which game should you buy? Hard to
say But when I picture a couple of guys up
at four in the morning sweading over a
fierce futbol match, I see VR Soccer on the
the screen, not RFA



## **MORE GOLF**

K, so this is the second PC game five reviewed this month. I'm sorry, but I was running out of new games. Sports tries are a lettle sparse right now. Since there seem to be so many goff rost out there (that's the only reason for the over-abundance of goff sins out there). I might as well give them

a peek of another dimpled-ball pastime. Microsoft Golf is the title of this newest golf sim. Usable on Windows 95, MG features such courses as Torrey Pines and the ever-popular Pirestone Country Club. I'm not going to bore you with the mechanics of this game. It's golf, for heaven's sake. How much interface could there possibly be? What I will tell you is that the graphics are pretty and the sound appropriate. One cool feature is the ability to play through the net with your golfing chums across America. Just think, you and 40 of your closest PCowning friends can break up into foursomes and play away? With a six-pack of Old Milwaukee it couldn't eet much better than that.

If you really feel that you need another golf game, by all means go get this one. But come on, it ain't that expensive a sport. For the price of this game, you could hit the links in real life and maybe get a little sun and exercise.





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It's that moment just after you rip it off, when the circuits are still pumping cause they don't know what hit 'em, and they've got that expression on their face like "Hey that's my arm!"...the first gush of oil from the open socket...the lights in their eyes going dim...yeah, that's when I know...I'm alive.



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